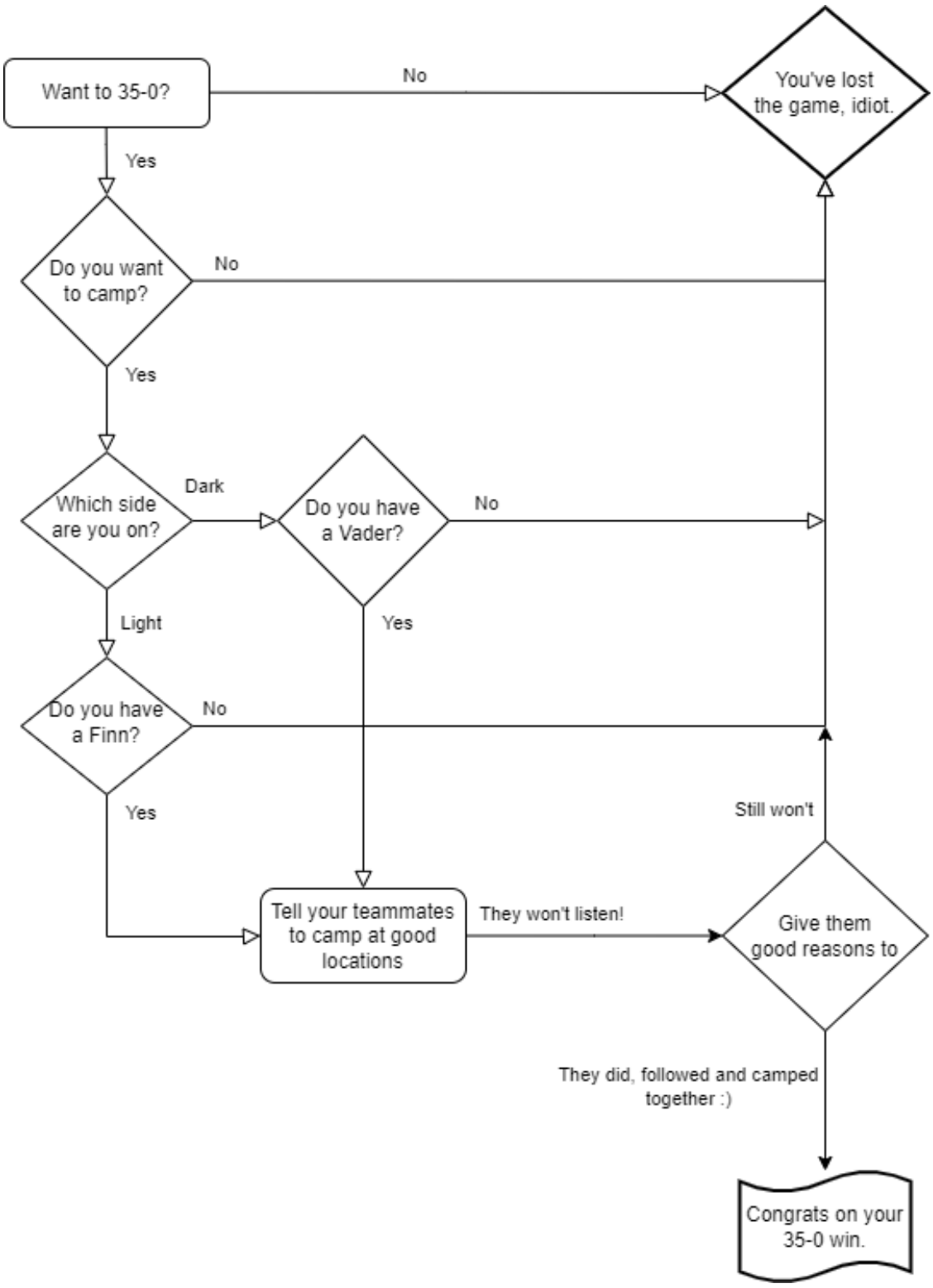
1.Note: 95% of this is for HvV for the final update. Warning only get information from trusted Sources, especially on reddit, as the site is full of misinformation
2.Click here to use text-to-speech for this document.
3.This guide will likely remain accessible for a very long time. If links or context is missing check the internet archive.
4.Ideally, this guide should be read to completion, as each section discusses details that combine holistically to give you a full understanding of the best strategies for the game.
5. I got rid of the table of contents to make more room
6. If you prefer dark mode you'll have to find your own way to turn it on in browser
Written by Flamez
thanks to WhiteDoggo, AnidriX, and other (ex)forum members for the charts

Charts

BF2 Reinforcement Stats (Shared)
Battlefront 2 update history
BF2 Hero Stats (Shared)

Mindset of a highskilled player


Want to 35-0?
No
You've lost the game, idiot.
Yes
Do you want to camp?
No
Yes
Which side are you on?
Dark
Do you have a Vader?
No
Light
Yes
Do you have a Finn?
No
Yes
Still won't
Tell your teammates to camp at good locations
They won't listen!
Give them good reasons to
They did, followed and camped together :)
Congrats on your 35-0 win.

EW stands for expose weakness
Cells in yellow are the instances where there is a difference.
Dooku's Masterful Duelist isn't that useful.

Damage	Swings	Total	Total Rear	Total + EW	Total Rear + EW	Total + EW (with card)	Total Rear + EW (with card)
155	2	310	410	372	492	434	574
155	3	465	615	558	738	651	861
155	4	620	820	744	984	868	1148
155	5	775	1025	930	1230	1085	1435
155	6	930	1230	1116	1476	1302	1722
155	7	1085	1435	1302	1722	1519	2009
175	2	350	450	420	540	490	630
175	3	525	675	630	810	735	945
175	4	700	900	840	1080	980	1260
175	5	875	1125	1050	1350	1225	1575
175	6	1050	1350	1260	1620	1470	1890
175	7	1225	1575	1470	1890	1715	2205

Power of Darkness		Rear x2 + Frenzy x3 (Bloodlust)		Rear x2 + Frenzy x2 (Bloodlust)		Rear x2 + Frenzy x1 (Bloodlust)		Rear x2 + Frenzy x3		Rear x2 + Frenzy x2		Rear x2 + Frenzy x1		Rear x2 + Frenzy x0		Frenzy x3 (Bloodlust)		Frenzy x2 (Bloodlust)		Frenzy (Bloodlust)		Frenzy x3		Frenzy x2		Frenzy		Frenzy x0		Frenzy x0 (Resilience)	
Start Damage ->		765		620		475		705		580		455		330		435		290		145		365		250		125		0		0	
Hero	HP	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With	Without	With
Finn	600	0	0	0	0	1	1	0	0	1	1	2	2	3	2	2	2	3	3	4	4	2	2	3	3	4	4	5	5	5	4
BB-8	650	0	0	1	1	2	2	0	0	1	1	2	2	3	3	2	2	3	3	5	4	3	3	4	3	5	4	6	5	5	5
Leia	650	0	0	1	1	2	2	0	0	1	1	2	2	3	3	2	2	3	3	5	4	3	3	4	3	5	4	6	5	5	5
Han	650	0	0	1	1	2	2	0	0	1	1	2	2	3	3	2	2	3	3	5	4	3	3	4	3	5	4	6	5	5	5
Yoda	700	0	0	1	1	2	2	0	0	1	1	2	2	3	3	3	2	4	3	5	4	3	3	4	4	5	5	6	6	5	5
Luke	750	0	0	2	1	3	2	1	1	2	2	3	3	4	4	3	3	4	4	5	5	4	3	4	4	5	5	6	6	6	5
Obi-Wan	750	0	0	2	1	3	2	1	1	2	2	3	3	4	4	3	3	4	4	5	5	4	3	4	4	5	5	6	6	6	5
Rey	750	0	0	2	1	3	2	1	1	2	2	3	3	4	4	3	3	4	4	5	5	4	3	4	4	5	5	6	6	6	5
Anakin	800	1	1	2	2	3	3	1	1	2	2	3	3	4	4	3	3	5	4	6	5	4	4	5	4	6	5	7	6	6	6
Lando	800	1	1	2	2	3	3	1	1	2	2	3	3	4	4	3	3	5	4	6	5	4	4	5	4	6	5	7	6	6	6
Chewie	850	1	1	2	2	3	3	2	2	3	2	4	3	5	4	4	3	5	5	6	6	4	4	5	5	6	6	7	7	6	6

Character Descriptions

Maul

He is an upper mid-tier character for those that want a bread-and-butter saber to steamroll the lightside. His SPIN ATTACK ability gives him great agility and speed to move around the battlefield.

For this character, you should abuse his middle ability, CHOKE THROW. It cancels retribution, it’s one of the fastest moves in the game, and can hit people During their dodges. It can be used on reaction since he gets CC-immunity when using it. By pointing the camera up during the choke animation, he can control ragdoll manipulation.

His left ability SABER THROW is unreactable and can be used to break block and set the person up to be thrown and comboed for massive damage. SABER THROW has a hitbox that extends behind Maul. His right ability SPIN ATTACK also has a hitbox that extends behind him and vertically up&down, which makes it a good tool for catching people the moment they are about to land from a jump. Maul can easily run away from the enemy team, flank and dash to the next spawn point. His Attack speed is decent so it's OK to mash sometimes to stagger your opponent. Maul's SPIN ATTACK is bugged and doesn't always do damage, and his character model needs to be repositioned so he doesn’t careen off a ledge. He doesn't block during his SABER THROW animation, so he is vulnerable to all forms of damage, and players are advised to dodge while performing this ability. As he is lacking in DPS, try

jump hook slashes and buffering his options as quickly as possible. He can tank sabers when dash attacking with the lightsaber defense starcard. Parry Obi-Wan's defensive rush and Rey's dash strike with spin attack.

Dooku

Dooku has the max dps of any character and the best stagger pressure in the game. He is a character that requires solid fundamentals or he will fall off pretty quickly; I would not recommend this character if you get hit by stray force attacks. It's easy to abuse this character on cq maps and his a fav pro pick because of duelist hook slash cheese. Dooku has a bug that allows him to have duelist up at all times, but it doesn’t come equipped with the damage boost and only has the faster swing animations. Optimal play would be duelist, proc the glitch and use duelist again when it's off cooldown. The glitch can only be done in a few frames but it's easy to use if you practice. Dooku's general game plan is to punish sloppy positioning mistakes and use his stun to knockdown and stagger. He rarely loses 1v1s due to his broken cooldowns and/or survivability depending on star cards. Expose weakness is an ability to be used at a distance since it has a long animation. It's fine to use when the enemy has no cooldowns, or if you want to slow down runners. With expose weakness dooku can achieve the max dps possible but he doesn't need it himself to win duels, and is fine with banking off duelist. He has a harder time with blasters but he can spam them to death even when their rolling. His electrocute is also a decent anti-air tool and “get off me” tool. Dooku's main weaknesses are his lack of crowd control, terrible forward lunge animation chain, and bad recovery on dodges. Fighting in enclosed environments fixes his range issues but he still has bad recovery on dodges.

Kylo

Arguably has the best crowd control in the game besides Vader. He wants to be abusing cooldowns whenever he gets the chance. Frenzy is a move that bypasses block and punishes mashers. Ppl who burn all their cooldowns won't have a way to deal with it outside of dashing and jumping. Be careful not to use frenzy near pits and ledges since it has auto lock. It's ok to be frantic with this ability if it will net a kill because of the damage reduction with resilience. It's a better cleanup tool than duelist in some situations because of the block break and it's huge advantage against blasters. When using the pull ability you can jump to cancel the animation time. The force ability pull can be used to fling ppl from long distances as the ability goes farther than the telegraph shows. This is great on maps like hoth because kylo can pull people into a pit even when kylo is on the mountain. Freeze can be used after pull to do the max damage combo and can set up the team to be blasted to death by iden or boba. Resilience only works with certain ds characters so check your dmg reduction sign to see if it's working. 1 weakness kylo has are his bad attack animations and to get over this incorporate jump slashes in his melee chain. Frenzy has crazy looping

animations and it is possible to evade point range force powers and even hit someone in the back who is tailing him. His 4-5 hit frenzy bug is possible by dodging and doing a 180 spin or turning the camera while activating frenzy. Freeze has a lingering hitbox and can easily go around corners making it busted. Last hit of frenzy disables the block and makes the user susceptible to combos. Kylo likes to be paired with high dps characters like dooku, high dps blasters, and utility characters like palps and bb9.

Chewbacca

One of the Strongest of the mid tier blasters in the "rushdown" tier lists, due to his survivability and easy to use stun. His base blaster rate of fire is bad but it breaks block and is powerful when scoring headshots. Chewy also has the strongest melee in the game, so make sure to abuse that if possible. Charge slam has a slow animation but if using the camera he can circle around the opponent and hit behind their block. Chewy can no longer jump and use charge slam; he has to run off a ledge to get the falling slam animation. Chewy has a niche when camping with finn, since it's easier to build up impervious to max and become this game's version of an unstoppable force. It's very tough to do though and only works on certain maps. Charge Slams Impact can work in the air, and he can use the double charge slam glitch to Soak-Up a whole bunch of damage, with the charging frenzy starcard. Chewbacca has 400 dmg headshots with his furious resilient ability and broken splash damage.

Leia

Highest base blaster dps tied with lando, but she has team utility and more survivability with damage reduction cards. Do not use grenade cards as they aren't worth picking over her E-11 cards and the health regen card. E-11 can keep sabers at bay but once they get in she is a free kill; but still E-11 is a great ability to punish mashers since they drop in seconds when getting headshotted. The grenades can be thrown straight up in the air or at her shield as a mixup tool. She can also throw the grenade inside her shield to get a contained blast. If she has to fight a blocking saber you can get up close to them and bypass their block. it has to be very close up though and any blaster can do this. Alt fire makes her great from sniping at a distance on wide open maps and is another block break tool at mid range. Have lando throw smoke at her, to break saber tracking.

Lando

A Pressure and ambush character that can't utilize his pressure correctly because he dies so early. He has to use his full damage combo otherwise he becomes a free healthpack for sabers. His smoke ability can be utilized with his thermal scope as a gimmick. If you're serious about playing him then backline away from the team and use sharp shot and his high dps to enforce

pressure. his stun can be jumped over or dodged so don't bother trying to get the timing perfect. Activate it the moment they land or recover from a dodge, and hope it stuns them. With the quick shock star card, you can wait 5 or more seconds to get a longer stun. Lando lacks the range of the other blasters and has high bloom on his gun. He Can fire Sharp Shot through CC (choke, stun, throw) if primed beforehand. Smoke + Disabler playstyle is strongest when flanking. Sharp Shot can multi-fire if you mash the trigger while primed. smoke can break saber tracking when thrown at his feet. Lando cant see through bb9s smoke with thermal. Download an autoclicker for easier shots.

BB8

BB-8 Its ragdoll food and his whirlwind isn't that great either. BB-8's passive abilities are weak and inferior to Finn who can turn his team into demigods. It is one of the worst characters in HvV but at least it has some team utility.

There are locations in maps that BB-8 can abuse because of its small hitbox, but Yoda has that going for him as well and BB-9E could just chase BB-8 out of them. BB-8's whip hitbox extends upward a reasonable distance and **can't really be abused**, but it hits **below saber blocks**, allowing it to go through block. Against competent players BB-8 is still very limited. BB-8 has decent damage reduction when using the whip ability, and the team can have near infinite cooldowns when paired with Finn, but that’s overkill. BB-8's only real niche is cooldowns and AoE damage that isn’t as useful as Lando’s stun combo or Leia’s group heal.

BB-9E

Takes a good team to make it really shine but otherwise a solid pick and is one of more consistent characters in the game. bb9 plays a support role and its regen is good over the course of a long game. bb9 wants to be turtling near vader, abusing dodges, and the shock prod. The stun is great because it restands the opponent and interrupts their animations. be careful when stunning back to back as there is a chance you can be rag-dolled. BB9 is far better than BB8 because of its increased survivability and better passives. Use the middle ability to knockback and disable enemy blasters. It doesn't have good damage but it can be used to pressure a character that is low on health. Bunny hopping on top of using smoke makes bb9 hard to hit and see. BB-9E’s Charge Up increases ally ability recharge rates by 100%

Bossk

Weak character that gets dangerous real fast since mines have little to no counter play. Bossk's whole game plan is to kite around mines as he cant duel at all and gets mashed to death by any saber. Mines go off cooldown the moment he sets them down so it's possible to use 2-3 sets of mines

before dying in an encounter. The mines can explode a second or 2 after his death when he equips trap arming speed.

Because of the update that gives characters refunds on their abilities when they get knockbacked or interrupted/staggered, mines can appear even when getting knocked down and still be off cooldown. Because of his jump, Bossk can get to spots that normal blasters can't and camp there. His jump can make him harder to hit as well, but it doesn't help much.

In a 1v1 scenario he can beat any blaster but he has to camp hard and utilize the charged headshot damage from his sniper rifle. Anyone that gets headshotted with the sniper rifle (unscoped) gets staggered; so use that to slow people down when they are in radius of mines. All his abilities break block making him extremely annoying at times. To get around his cooldowns Anakin or Obi-Wan have to use damage reduction on their abilities to tank the damage. Anakin hard counters Bossk so run away from that fight as you will just be feeding Anakin's Retribution with Bossk abilities, especially lingering Dioxis.

The increased melee damage on Predator Instincts doesn't work but he gets micro grenades that can bounce off walls and Bossk becomes faster than Luke. A good tactic is to set mines behind you and roll towards them to bait someone into following you. Fire grenades slightly ahead of the opponent if they are moving since they are slow. Bossk can put mines near the spawn zones to kill Finn for free. Bossk can use a sniper playstyle and just sit in the back of the map abusing charged headshots. Hipfire headshots do the same amount of damage as hip body shots, neat little detail.

animation cancels here 1. geneirc bossk speed glitch 2. roll then start shooting during instincts 3 litte hop, instincts, roll, start shooting.

Iden

A braindead character that takes no skill to play. Jokes aside her stun is amazing and can be used extremely far away with star cards. She's good on more defensive oriented teams because of the shield ability that tanks damage from blasters. Iden is a free kill when fighting a saber because they can react to her stun and jump over it. iden can backline and spam alt fire to break block and her sniper rifle is decent if you use a rapid fire function on your mouse. it can also break block when charged. Iden is my least played character so I don't have much to say, but you probably want to skip blaster bolts and use only the alt fire on a blocking saber. A lot of the maps she good on are usually banned by the comp community. Iden's shield can block Leia's grenades and Han's detonite charge. you can altfire even when ragdolled

Han Solo

A rushdown character, that is generally considered the best LS blaster on the lightside besides finn, but unlike finn he can duel. It's the 3 rolls that puts him in a tier above the ls blasters. if you're gonna camp leia and chewy are better picks, but for most pub lobbies han is the strongest choice. Use the grenade when it's off cooldown and throw it behind the enemy so it knocks them down. throwing the detonite charge then using shoulder charge creates a very difficult to block situation as they will have to dodge and block both moves. The grenade is a very strong combo tool and it can stop grievous during claw rush. Use the broad shoulders star card if you want damage reduction. Shoulder charge and detonite charge temporarily disables block. I see a lot of people camping the grenade. but just throw the damn thing please. Use his scope to zoom in to make it easier to see the grenade arc. his dash is 5 seconds long and the grenade can score knowdowns on targets who are seemingly cc immune.

Phasma

Called the camp queen although she doesn't need to camp 24/7. If the enemy team isn't moving towards the turret, pick it up and put it in another location to cut them off. Either commit to camping the turret or going on the move, as she is a sitting duck without the turret. all her abilities are useful and function correctly outside of some nuance. The middle ability gives her extra hp and 50% damage reduction with the "not hard enough star card," use that to soak up any damage coming her way. The staff strikes are great for stagger pressure and have a knockdown on the last hit. The first staff strike has a lunge so use that to get close to the turret if knocked away from it. you want to be using rolls as much as possible with this character. A strategy for the turret is to put it in a central open location to defend or in the middle of the map. You can also put it in an enclosed area that has lots of cover to prevent phasma from getting pulled or pushed away. The turret explosion does damage but it's not great, if for some reason you are so far away that you can't get back to the turret then blow it up. the Darkside can use a counter camp strategy with phasma if the lightside is also camping but that usually Isn't necessary due to how powerful the darkside is. The turret can be placed on a slope to give the stun more range. phasma has the most accurate gun when aiming down sights. you need to get around 80% accuracy to get as much utility as idens block breaking. Deny health and stam regen.

Yoda

A mess of a character... he has so much going for him but ultimately falls flat.

His small hitbox isn't that useful in H/V because of saber tracking and it’s used to get to areas of the map that others can't. I'm not going to list the locations where only he can jump to, because that’s a silly strategy. Yoda has a niche on 4 sabers comps and can be decent on stall teams since he can block all of Palps lightning without losing much stamina. His health boost only works for allies in the last spot it was used in, Yoda's Presence Failed? Lingering Presence BUG He gets 30% damage reduction when activating his middle ability and it can be used to break out of force combos and stuns. Also using the middle ability when falling will sometimes make yoda halt his momentum in mid air and he can buffer an option that can be used when levitating or when he hits the ground. He can also parry in mid air when floating. Yoda is a tricky character to duel with because his animations have a lot of endlag, and even though his dash attack breaks block it can be parried and he ends up receiving twice the amount of the damage he dishes out. His middle ability doesn't break his teammates out of combos and only affects him unless done on frame 1. Yoda has a good matchup against Vader but he has to slow the game down to win it. yodas push is very good for hitting ppl during dodges because of the pause, and he accels at one of his niches of rushing ppl down who are at low hp. His hitbox extends backward when dashing. yoda likes to spam jump attacks since its faster than his normal swings. Dodge attacks + Dash Attack combo has excellent reach and hit delay; his lunge reach is unreal then you can combo that with an unavoidable dash attack. yoda after he dodges in any direction and then blocks has about 1.5 seconds of time where you can attack THROUGH his block.

Grievous

If played optimally he can dominate games harder than vader can and is S rank in all situations. What makes gg strong is his unreactable and unpredictable claw rush that can travel down screen; Also his broken damage mitigation, and his combo game. It's normal for him to drop someone in a couple of seconds. His thrust surge can be used to knock the enemy team down, be used as an anti air attack, and a gap closer with jedi killer. When he uses thrust surge, he's able to hit ppl around walls and corners, and the hitbox is extended so he can hit ppl that are in proximity of his target. When getting mashed use unrelenting advance since he can't be damaged from parries. It also can be used for cc immunity exploit when he wants to deploy hit and run tactics, and not get pulled. unrelenting advance can also be used in the air when walking off ledges to catch the enemy off guard. be careful not to overuse this ability as it can become predictable real fast and he can still take damage from block breakers and dash attacks from yoda and luke. With the "Ceaseless assault" star card, gg can tank a detonite charge and counter attack with claw rush. Claw Rush is a weird ability to get used to at first, I suggest setting up a high dpi button when using this ability. Because of its duration you're guaranteed to get at least 1 knockdown, and

they're eating a whole bunch of damage anyway if not. Grievous is going to have to use solid footwork continuously to get the most out of this ability. I would suggest circling around the opponent in a wide arc when you get close to them or have grievous run behind them and immediately use claw rush. There's plenty of ways to mix up the timing of claw rush and cross up ppls block; you just have to be creative. Be careful not to get hit when getting up from claw rush. Claw rush has a 3 second timeout, meaning the same person can't be hit by it again until 3 seconds. Claw rush isn't affected by stuns but it has an exploitable wind up time. It's possible to do the block breaker thrust surge glitch by just doing a 180 in place, no dodging is required. Use very high dpi and in game sensitivity with this character. Restanding the enemy with clawrush is great if you're comboing wih maul, so his spin attack hits twice. He gets 100% damage reduction for a brief moment on thrust surge.

- Hold block + jump + left click in quick succession for rapid short-hop attacks. Very strong for pressuring blasters or downed opponents.

Anakin

Useful for Pull dominance and retribution. It makes it much easier for luke to maintain his high dps and for IS to pick off a stray blaster *cough* phasma. If camping it's a good idea to use pull and let the luke or whatever saber use their push ability instead of immediately combo-ing with heroic might, as the lightside has to conserve cooldowns to stand a chance at winning. If running low on stamina, charge up heroic might and wait till his stamina bar drops back down to zero. Be careful when exiting heroic might to not get hit, I would suggest dodging right afterwards and releasing the ability if the ds starts to close in on you. Because of the jank in this game, using force abilities up close causes them to miss, and getting staggered will make them not activate. Anakin can abuse all the same spots Kylo does if he equips attraction. Whenever Anakin takes damage it will build up his retribution ability. When he has retribution up, only use it when he's not staggered as stagger will cancel the ability. If playing aggressively it's ok to spam his cooldowns since he will get them back again. If he bugs out click the respawn button. Anakin's pull will move players back if it's blocked. Tanking hits with heroic might will still build retribution. Massive Strikes heavily increases stamina drain on attacks, blocking, and everything else. With it equipped Anakin can only block roughly 8 saber swings before running out.

Anakin Retribution Extension

- Can be extended by: jumping out, dodging out, getting staggered out, height difference between Anakin and target, target being behind objects/entities, or target standing on slope/uneven ground.

- Most reliable method: Position Anakin on higher or lower ground than the target. This is why good Anakins often camp elevated areas.

Passionate strike

It you want to be safe use it when they run out of stamina and cooldowns

spin the camera around to catch them off guard, the move has tracking

You can use it to combo ppl mid air and on the ground. It can also 2 shot heavies.

Use this move if you want to conserve stamina.

Use passionate Strike after a jump slash for faster and more consistent hits.

It possible to parry with this ability but it has a very tight timing, and is not recommended

Kenobi

A very defensive saber character. Generally wants to block, parry, and use defensive rush to punish button-mashers. His force push is decent for tanking hits as it provides Kenobi 80% damage reduction. His abilities contribute to stalling the Darkside to provide an opportunity for his team to regroup. However, when his Restrictive Mindtrick is on cooldown, he is a sitting duck. He suffers from bad attack animations, but has a good lunge attack and 1 follow-up attack that occurs after lunging and is the second attack in that sequence. His attack animations immediately after dodging left/right are decent as well. His defensive rush can be used to close the gap against blasters and is very good for running away. Practice 180 turns when blocking to utilize this character to his maximum. Force push can be used on reaction due to CC-immunity. Kenobi has a vulnerability window after using rush so hold block after exiting it. Triple/double rush glitch is better done with a macro and he cant block while using it.Star Wars Battlefront 2: Obi-Wan Infinite Defensive Rush Glitch. You can parry with defensive rush but it has a tight timing and is not recommended.

Rey

Gimmicky character that has no anti air ability, a suicidal dash attack that can be parried, and sucks at ambushing despite not being on the radar because of her audible footsteps. Her mind trick is not great on pc because pc players can increase their mouse dpi to compensate. Her rush attack when she charges at ppl is fast, but not fast enough to be unreactable. I would suggest canceling that ability and blocking or jumping afterwards to "get in." She has a lot of great animations and a lot of pro players like using her because of this. I would rather pick Kenobi because of his force push and consistency. Rey is good at holding down a hallway and running away with 3 dodges. Her rush ability can hit someone twice, just keep the reticle on them and spin around quickly so the animation doesn’t cancel itself. Rey is the

kind of pick that can make individual moments feel better, but she rarely moves the needle on whether your team actually holds the spot or gets rolled after the first big push. Her saber tracking is really good. Block before, during, and after Mind Trick unless you intend to run or jump. Diagonal alternating dodges are effective against block pressure. Dash Strike can sometimes hit from behind even when facing away if you stick close to the side of the enemy. Her Dash last long enough where she hit someone someone after the a get up animation but not recommended.

Finn

He can turn his team into demigods with big deal, no exaggeration. When using big deal use the glitch so it has infinite uptime, unless you want finn to have damage reduction as well. Because this character is so busted the darkside has to single him out, so be prepared to camp as hard as possible as finn has no way of dealing with sabers by himself. Don't activate dead eye if boba is using concussive rocket, as that will cancel the ability. try getting on top of a platform so grievous can't claw rush him as easily and dodging in corners for damage reduction. It’s imperative that finn commits to camping his designated spot when getting rushed as panicking and moving around wildly will put him at a severe disadvantage. Using the one resistance star card finn can grant his team bonus health and dmg mitigation every 10 seconds. In death finn can still grant his team bonus health but that is a bug. Dont forget undercover takes your team off the radar.

Boba

Listed as the potentially strongest character, since he can score headshots all game and buzz around the map without being challenged. He doesn't have bad matchups in 4v4s against blasters because he can simply out maneuver them and wait for a saber to pick them off. If you want to play optimally you should be scoring headshots with little downtime and using rockets whenever there is a golden opportunity. Don't use rockets on blasters that have damage reduction like chewbacca with impervious using charge slam, since he can brush it off and laugh. Boba does fall off against good teams but it depends on how well his teammates are playing and the map. boba can be used indoors but dooku would be a better pick. if using the born to fly star card staying in the air will increase the recharge rate of his rockets. If Boba needs to land to refill his jetpack, he can land on a safe spot no one else can get to. Kenobi's mind trick disables jetpack fuel regen, so don't get too close up to sabers and also keep a close eye on Anakin as he can use pull dominance. his powerful flamethrower has a stagger and can be used to keep mashing players in check. boba doesn't get knocked out of the sky if hes not actively using jetpack. you can divebomb to get better accuracy on rockets, but it's easier to hit every rocket if you just fly slower.

Palps

After hundreds of games, I can definitely say palps is low mid tier. His lightning is just too useful for draining stamina and his aura ability bypasses blocks. Electrocute is a good move except for the fact that palps has to wait 2 seconds before he can move after using it. Really not much else to say, he's a solid character. It's unsafe but aura can be activated on top of the enemy since its initial cast does extra damage. Palpatine also wants to be huddling close to Vader as he cannot block himself. Palps chain lightning can stagger someone in the air and may halt their momentum. palps melee does 90 dmg. I would not recommend his Aura cards against good players. Chain Lightning Unreliability BUG Exposed | EA Forums - 10857864 . Palpatine electrocute hitbox extends behind him.

Luke

He is the perfect saber character, like vader he has tools for every situation but has the benefit of being fast. His base repulse range is perfect, making it a safe move to throw out in combat. I like to dodge behind the opponent then use repulse as a mixup. 1 downside to luke is that he has to push to get max dps, so whenever it's convenient push the enemy towards a wall and stagger them afterwards to apply more pressure. If he is camping use the "rush immunity" card and use dash attack to soak up incoming hits. His dash attack is short enough to where he can travel the same distance as a dodge and be in position to slash afterwards. Like grievous luke can use hit and run tactics making him extremely annoying to fight, if he is using range cards Luke can become cheap on ledge throw maps. He has more leeway than dooku but he still needs good fundamentals. His abilities can interrupt other sabers if timed correctly meaning grievous can't just activate claw rush for free if luke is around. PSA PLEEEASE stop chasing boba, that's his worst matchup. Luke can feint by dodge canceling repulse but it's rare. Luke is so powerful that it would be beneficial to let him do his own thing instead of huddling close to the team 24/7. Jump push is good at interrupting abilities when pointing the camera down and repulse with the extra range card. Dash attack can hit twice just keep the reticle on them and spin fast enough. I personally like to parry then dash for extra damage with the rush immunity starcard.

Vader

A character so broken he's worth 2 character slots. weaknesses are being slow and floaty but those are minor as they can be easily compensated for, while the latter helps his combo game. Vader has star cards for each situation and can never die if played properly. If you ever needed more stamina he has an exploit that can give him 20 swings before he runs out of it. his choke, which has a start up of 5 frames, is the strongest CC move in the game as it can group up the enemy closer allowing them to be easily

combo'ed and blasted to death. the damage of choke is applied in 2 ticks so the animation doesn't have to end if you want to get the max damage combo. choke has a chance at failing so be wary of that. vader gets cc immunity during choke and he can't be knocked out of the sky during jump choke combos, unless he is in the air longer than he should be. turtling is an easy strategy as vader can block during the choke and saber throw animations. like maul, vaders ls throw has a hitbox that extends behind him and can use the saber throw to combo into his choke. Whenever getting mashed use focus rage to tank it and counter attack as the move grants damage reduction and additional health. When the saber returns to you after a throw, move the camera and walk around to change its angle. Vader can also cancel his momentum in mid air with focused rage but it's mostly jank and not as effective as yoda using presense. You can also cancel the Focused Rage animation early by dodging or jumping to get the damage reduction without committing to the full animation. Because Vader floats he has more range on his jump slash. His saber throw is more reactable compared to mauls; It's possible to sandwich the enemy by dodging towards them and back during saber throw. Vader's choke has a huge vertical hitbox. Punishing grip isn't necessary if you plan to jump and don’t want the max damage wall combo, unless you're really good at short hopping. How to choke like a pro

Star Card loadouts optimized

Using optimized StarCard loadouts means less time thinking about bugged starcards.

Boba Fett:
GA: Quick refill, Death From Above, Augmented Gear
Quick refill, Acute Concussion, Focalize
Fuel Efficiency, Quick refill, Focalize

Bossk: Trap arming speed, Multitraps, Resilient Predator
Lingering Dioxis, Multitraps, Trap arming speed
Trap arming speed, Multitraps, Name your poison

Chewbacca: Ga: Furious Resilience, Echoing Roar, Impervious
Bonus health, Extendedshock, Impervious
Charging Frenzy, Bonus Health, Impervious
Furious resilience, Bonus Health, Impervious (4v4 blasters only)

Vader: Bonus health, There’s no escape(GA), Furious resilience
Bonus health, Punishing grip, Last gasp
Bonus health, intensified lightsaber throw, Furious Resilience

Palpatine: Lighting Reach, Show No mercy, In full control

Han Solo: Heavy modified blaster, Air burst, Smugglers wit
(GA) Broad Shoulders, Air burst, Smugglers wit

Iden: Alt methods, Cooled blaster, Droid batteries

Kylo: (GA) PowerReach, Closing in, Harsh Pull
PowerReach, Bloodlust, Resilience
PowerReach, Bloodlust, Power of Darkness

Lando: Hot and Cold, Quick Shock, Wide-eyed
Hot and Cold, Wide-eyed, Buckle Up Baby

Leia: Both E-11 Cards and more Health Regen
GA: Laser brain, Rebel Heart, High Spirit
both E-11 cards, Stay Together

Luke:
Rush Immunity, Extended push, Intensify
Epicenter, Intensify, Rush Immunity

Maul: Star cards are so bad it doesn't matter what you use, except for lightsaber defense. He only has 4 good cards for HvV
Lightsaber defense, Fool me once, Flow motion
Lightsaber defense, Accelerated throw, Flow motion
co-op Ranged throw, Lightsaber defense, Fool me once

Rey: GA: Balance, Focused Sight, Damaging Strike
Resilient Dash, Damaging Strike, Focused Sight

Yoda: Agility, Feel the force, Opposing the dark side
Agility, Jedi mentor, Feel the force(for cs and ga)
Size matters not, Feel the force, Agility

Finn: In charge, One resistance, Beacon of hope
One Resistance, In charge, Come Get it
Ga: Stay Calm, Beacon of hope, In Charge

Phasma: The More The Better, Not Hard Enough, Safety First,
GA: Both health cards and Easy shots

General Grievous: Beating Heart, Flesh is Weak, Unrelenting Advance
Beating Heart, Flesh is Weak, Cowardly Retreat
Beating Heart, Flesh is Weak, Line Up Weaklings
Beating Heart, Jedi killer, Flesh is Weak (CS)

Obi-Wan: Jedi Resilience, Give it all, Quickened Focus
GA: Jedi Resilience, Forward!, Give it all

Count Dooku: Sith Control, Balanced Duelist, Initiative
Ga: Sith Control, Last Seconds, Balanced Duelist

Sith Control, Balanced Duelist, Dominance
Sith control, Finesse, Initiative (niche)

Anakin: Control the Force, Attraction, Tenacious w/ infinite big deal, good for retribution spam, but this loadout is universally banned in Scrims.
GA: Attraction, Raw strength, Massive strikes
Attraction, Steamroll, Raw strength (qol)
both might cards and attraction (great for combos)

BB8:
Ga: Self repairs, Droid Batteries, Uncover
Self Repairs, Uncover, Spinner
Self Repair, Spinner, Roll together

BB-9E:
Full reconstruction, Faster Faster, Supercharged

Star Card Ratings HvV

Rating Bossk star cards
1. Multi Traps
2. Trap arming speed
3. Lingering dioxis
4. Name your poison
5. Predator resilience
6. Ultimate predator
7. Unrelenting Predator
8. Sniper expert
9. Spreading the disease

Rating Kenobi star cards
1. Jedi Resilience
2. Give it all (tied)
3. Quickened focus (tied)
4. Forward!
5. Safeguard
6. Think it over
7. Perfect Defense
8. More doubts
9. Critical deflection

Rating Luke star cards
1. Intensify
2. Epicenter
3. Rush immunity
4. Extended push reach

5. Jedi reflexes
6. Strong repulse
7. Stronger push
8. Jedi fighter
9. Deflection Mastery

Rating Boba star cards
1. Focalize
2. Quick refill
3. Acute concussion
4. Born to fly (longer health regen delay)
5. Fuel efficiency
6. Intense Barrage
7. Death from Above
8. Augmented Gear
9. Extended Exposure

Ranking Anakin star cards
1. Attraction
2. Raw strength
3. Control the force
4. Steamroll
5. Massive Strikes
6. All of them
7. Tenacious (no finn)
8. Pressure
9. Fierce fighter

Rating Kylo star cards
1. Power reach
2. Bloodlust
3. Resilience
4. Closing in
5. Power of darkness
6. Harsh pull
7. Solid freeze
8. Berserking tantrum
9. Total control

Rating Vader star cards
1. Bonus health
2. Furious resilience
3. Intensified Lightsaber Throw
4. Punishing Grip
5. Last Gasp
6. Fueling the rage
7. There is no escape

8. Deflection stamina
9. Surrounded By Fear

Rating Dooku star cards
1. Sith control
2. Balanced duelist
3. Initiative
4. Dominance
5. Last Seconds
6. Finesse
7. Masterful Duelist
8. Superiority
9. Blind spot

Rating Maul star cards
1. Lightsaber defense
2. Flow motion
3. Accelerated throw
4. Fool me once
5. Unrolled grip
6. Ranged Throw
7. Savage
8. Forceful thrust
9. Thrown Too slow

Rating Grievous Star cards
1. Flesh is weak
2. Beating Heart
3. Line up weaklings
4. Ceaseless Advance
5. Cowardly Retreat
6. Sith Trained
7. Jedi Killer
8. Momentum
9. Deadly Slashes

Rating Iden star cards
1. Droid Batteries
2. Alternative Methods
3. Cooled Blaster
4. Shock Reach
5. Acquiring Targets
6. Pulse Cannon mastery
7. Shocking Weakness
8. Sturdy Shield
9. Shield Sustain

Rating Finn Star cards
1. One Resistance
2. In charge
3. Beacon of hope
4. Come get it
5. Never Going Back
6. No more running
7. Raised to do one thing
8. Stay Calm
9. I can do this(doesn’t work with infinite undercover)

Rating Lando Star cards
1. Hot and Cold
2. Wide eyed
3. Buckle Up Baby
4. Quick Shock
5. Maximized efficiency
6. Disabler Growth
7. Disabler LifeTime
8. Lingering Smoke
9. Welcome to Cloud CIty

Rating Leia star cards
1. High Spirit
2. Rebel Heart
3. Relentless Firing
4. Stay together
5. Laser Brain
6. Shield Durability
7. Optimized Shield Deployment
8. Handy Device
9. Fearless

Rating Chewy star cards
1. Impervious
2. Bonus Health
3. Extended Shock
4. Charging Frenzy
5. Furious Resilience
6. shocked and Vulnerable
7. Echoing Roar
8. Multi Shocked
9. Slammed

Rating Rey Star Cards
1. Balance

2. Focused Sight
3. Damaging Strike
4. Resilient Dash
5. Opportunist
6. Deep mind
7. Street Fighter
8. Far sight
9. Strong mind

Rating BB8 star cards
1. Self repairs
2. Spinner
3. Uncover
4. Roll Together
5. Spared Batteries
6. Whirlwind
7. Headfirst
8. Shielded roll
9. Trusty Droid

Rating BB9 star cards
1. Full Reconstruction
2. Super Charged
3. Faster Faster
4. Swift Power
5. Spared Batteries
6. Spin Me Round
7. Hearty Exhaust
8. I see You
9. Potent Bacta

Rating Palpatine Star cards
1. Lighting Reach
2. Show No mercy
3. In full control
4. Surge Of Lighting
5. Forked Lightning
6. Rule of two
7. Amplified Aura
8. Prime electrocution
9. Growing Darkness

Rating Yoda Star cards
1. Agility
2. Feel the force
3. Opposing the Darkside

4. Unleashed
5. Jedi mentor
6. Size matters not
7. Enduring Presence
8. Lightsaber mastery
9. Earned it I Have

Rating Han Star cards
1. Air burst
2. Smugglers Wit
3. HMB
4. Broad Shoulders
5. Sharpshooters calm
6. All in
7. Keep your head cool
8. Big Bang
9. ?????

Rating Phasma Star Cards
1. Safety First
2. Not hard Enough
3. The More The Better
4. Easy shots
5. Blaster Inspection
6. Laser Wall Durability
7. There's No Escape
8. Come Closer
9. Finish Them Off (does nothing)

Bugged Cards

Instead of typing the technical details, I'll just put which cards are bugged and/or should be used with discretion.
Anakin: Massive Strikes, Fierce Fighter
BB8: Headfirst, Roll together
Boba: Fuel Efficiency, Quick refuel, Acute concussion, Extended Exposure
Bossk: Spreading the disease
Phasma: The more the better, There's no escape, Laser wall durability, Easy shots
Luke: deflection mastery(it actually works but still bad), Epicenter, Jedi fighter
Chewbacca: Multishock
Dooku: Initiative
Maul: Fool me once, Thrown too slow
Grievous: Jedi Killer, Line Up weaklings, beating heart + Flesh is weak

Han: All in, smugglers wit
Kylo: Resilience, Closing in, Total control
Lando: Welcome To Cloud City, Disabler Growth, Quick Shock, Wide Eyed.
Leia: Fearless, Rebel Heart
Obi Wan: Give it all, think it over, More doubts
Darth Vader: There is no escape, Punishing grip
Palpatine: Amplified Aura, Growing Darkness, Prime Electrocution
Rey: Damaging Strike, Strong Mind
Finn: Beacon Of Hope, No More Running, Stay Calm, Never Going Back
Iden: Acquiring Targets & Shock Reach
Yoda: Unleashed, Earned it I have
Every Broken Hero Card In Battlefront 2
https://steamcommunity.com/sharedfiles/filedetails/?id=3024044483

Q/A

https://answers.ea.com/t5/Bug-Reports/bd-p/star-wars-battlefront-ii-bug-reports-en

STAR WARS™ Battlefront™ II |Forum| Technical Issues | EA AHQ

Technical issues with STAR WARS™ Battlefront™ II? Other players may be able to help.

https://battlefront.fandom.com/wiki/Heroes_and_Villains
https://battlefront.fandom.com/wiki/Main_Page
Like all wikis, this one is prone to error, but I have someone editing them out.

MOD tutorial

Create different mod loadouts through having different ModData folders, just rename the ModData to something recognizable like Heroes_ModData

Then switch profiles in Frosty and launch it so it creates another ModData folder

Then you just switch loadouts by renaming the one you want to just ModData and selecting the corresponding profile

This method is much better than having Frosty recompile everything if you only just switched profiles

But this is only if you aren’t gonna be changing up the loadout often, otherwise you’re gonna already be recompiling each time anyways.

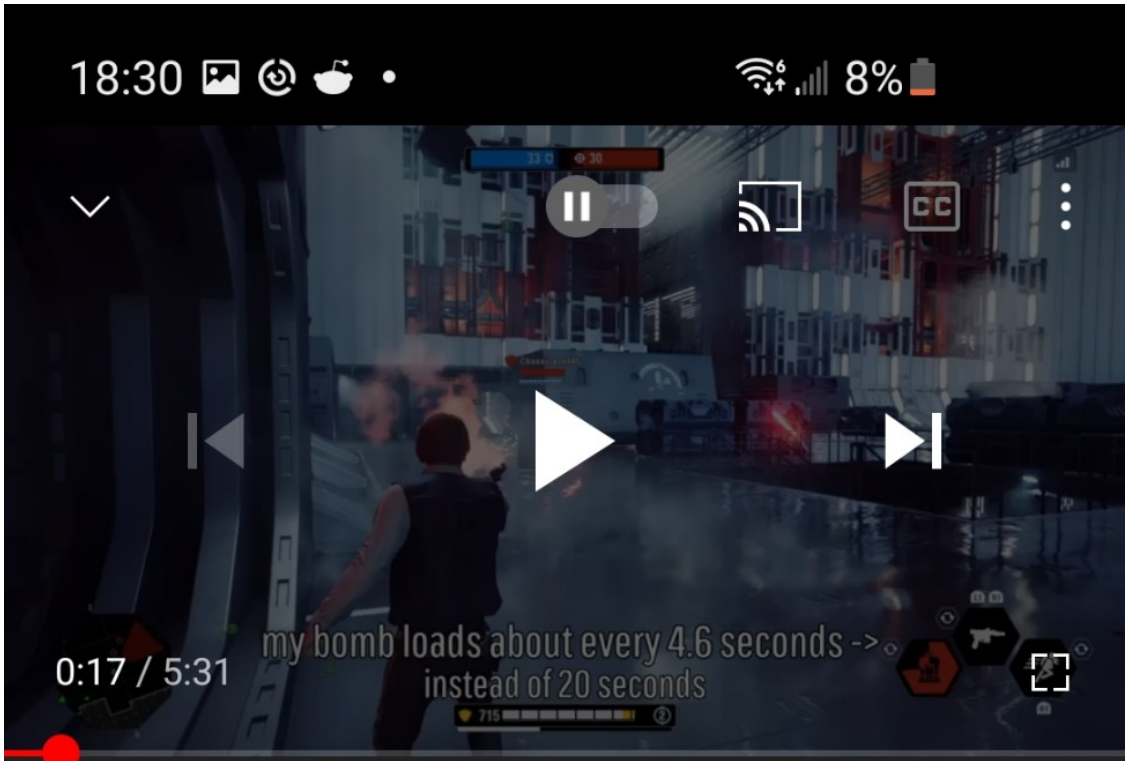
BUG and Exploit List

Bold means its still ongoing testing

Indefinite Work in Progress: if you have anything to report please do so in the corresponding channel.
-Finn can reload guns with big deal(this actually might be a feature)
-luke double repulse no lag required apparently. I have no idea wtf he is doing because he is always vague
-bad ping causes characters to minidodge and/or not be affected by abilities

-bossk speed glitch SWBF2 Bossk speed glitch
-han speed glitch Han's double shoulder charge.
-luke getting repulse and force push refunded immediately due to bad ping
-Luke double force push bug by spinning the camera around during the animation

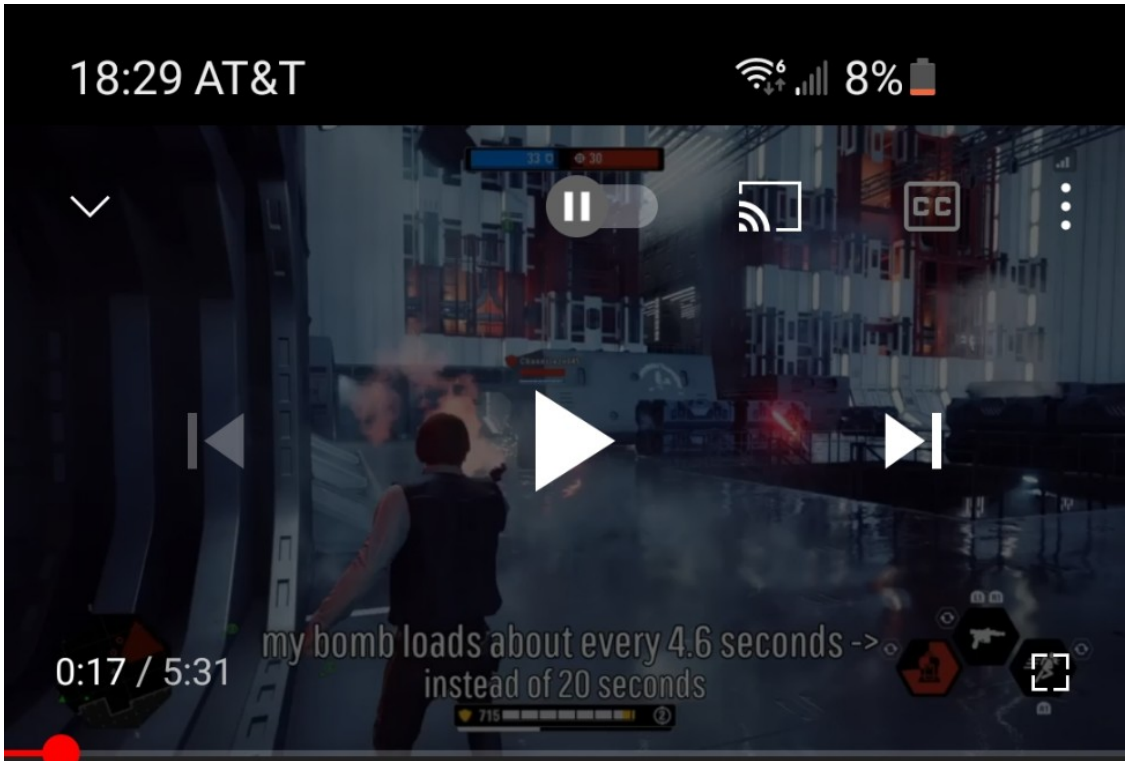
-finn and han have a bug when using big deal causes detonite charge to go off cooldown much faster than the normal recharge rate, by getting a kill with shoulder charge with the star card "all in"



Replies

is for the way to do it with the finn glitch or officer recharge, but there are a few ways to do it).
1. Have "all in" star card equipped
2. Get 1 kill with it, but don't use it again
3. Have a officer recharge you or better yet just have a finn finn glitch you
Then you will have the bomb every 5 seconds. And if you have a bb8 running the right star card, he can give you the 3 second detonate.

There is another way to it. I won't say tho



Replies

Mace Windex • 2 weeks ago (edited)

@Second Gaming yea there's a way to make it so there is no recharge at all. Basically "all in" you can stack it twice to 5 seconds. Then a finn glitch, and it's 2.5. Then with a bb8 recharge glitch the recharge is like 1.25. If you do the right order, the officer recharge command will stack as well. At that point It's like the unlimited frenzy mod. You just use it over and over again. Doesn't even show the recharge. You can throw as many detonate as you want and they'll all blow up at the

-glitch when pressing esc before the match starts in H/V then waiting after the screen flashes twice, will cause the player to spawn away from the group

-Force abilities will miss at point blank range or at mid distance even with normal camera orientation
-Finn Expose exploit, where he can always have the enemy team on the radar by spamming and canceling undercover. SWBF2 Finn Expose Glitch *3 BENEFITS!!*

-anakin being stuck in the heroic might animation

-vader's choke doing damage to blocking opponents
-finn giving his allies unlimited blaster heat
-Luke unable to attack after getting choked by vader, happened to 3 of my teammates playing luke.
-Anakin autblock; **just press heroic might right after palps' chain lightning hits your block and DON'T block again.**

-Maul getting invincibility by dash attacking in a corner with lightsaber defense
-maul solo invincibility exploit by dash attacking in a corner while lagging with lightsaber defense
-invincible luke using finn, it's done like similarly to the obi wan and anakin glitch

-Thrust surge bypassing block by grievous doing a 180 spin in place, no dodge required

-heros being locked at the character select screen

-Second hit on vader's ls throw will sometimes fail to register

-dookus expose weakness being recharged when he dodges

-Grievous going berserk and two/1 shotting ppl
https://media.giphy.com/media/LGERxK1ntMlxadVETg/giphy.gif

-big deal and deadeye lock on staying active after finn dies

-Anakin Exploit where he just spams abilities slightly near big deal and gets invincibility

-anakin using two passionate strikes in a row

-kylo using 4-5 frenzy strikes instead of 3, you don't actually need to spin the camera wildly, try turning away while attacking initially

- heroic might going through if you stand too close while blocking

-abilities in general being refunded way sooner than they should be + abilities being refunded just by getting hit when using them

-mauls choke procing anakin's invulnerability to sabers exploit

-luke staggering after death, even multiple times.

-iden being vulnerable during a dodge with the shield up

-Kylo freezing ppl around walls
-Dooku infinite duelist glitch, turn lightsaber off and on before duelist runs out while doing an attack and dodging

-Bobas singular scan not working properly and having piss poor range

-boba concussing himself and reports about him concussing teammates

-anakin using heroic might in the air

-han being able to infinitely use shoulder charge after killing someone by pressing melee at the right time(tight timing)
-vader having free movement on his choke when he gets staggered

-finn gets damage reduction after using deadeye on large groups of enemies

-being able to activate frenzy in the air

-chewbacca being invincible (multiple ways to do it)**. Clips will in the internet Archive**

-rey exploit while camping with finn w/ infinite big deal tied to a star card, use rey dash attack then dodge back into finns pistol radius or repeatedly dash in and out of the in-charge radius

-hans shoulder charge graying out and not being able to be used

-bb8s rollout being grayed out

-maul using choke throw in the air

-grievous clipping unrelenting advance with claw rush

-chewbacca using 2 charge slams in a row by tilting the camera up at a 75 degree angle and mashing the third ability and left click. Works better on higher onto low terrain and may have a tight timing

-maul losing his lightsaber when thrown in certain crevices in the map

-boba not being able to fire his main gun after being shocked, day 1 bug

-being able to use emotes/voicelines before the match starts

- zero credits glitch

- Various days 1 bugs that were supposed to be patched by now.

- yoda flying on death star 2. this glitch is a joke but that was funny to watch.

-Rolls getting recharged too fast

-mauls hit detection on dash attack being wonky. though sometimes it can hit twice even without spinning.

-Kylo spawning without a head

-bb8 being to able to spam infinite headbashes by using charge then during the last beep hitting melee and pressing charge again

- luke one shotting somehow??

- idens alt fire being deflected off grievous
- Dooku using expose weakness on a target but it not affecting them

- Leia throwing grenades through the pod on bespin and doing max damage

- visual glitch where detonite charge looks like it is being absorbed by ppls head or body

- dooku's expose weakness preventing people from jumping

- retribution choking ppl after the second knockback effect

-knockback abilities and abilities hitting ppl through walls like shoulder charge and frenzy

-Obi wan exploit like vaders old exploit, or the new auto block one?

-kenobi can near infinitely use rush by canceling/clipping the base rush or after using second strike *easier with macro*

- anakin pushing twice with heroic might, second push doesn't do any damage

-phasma infinite staff strikes after getting interrupted

-big deal bonus recharging and being active after Finn dies with the glitch. The team has to stay near where the body died to get bonus health

-yoda being invulnerable during dash attack

-finn being able to stack in charge and big deal, by cancel spamming undercover sometimes?

-finn being able to moon walk by cancel spamming his pistol

-obi wan immunity to knockback, probably just big deal side affect at 65%

-grievous immunity to knockback by lunging and tapping his middle ability. or melee tapping middle ability then lunging

-han god mode when using shoulder charge with infinite big deal glitch and firing his pistol outside of big deal
-obi wan infinite block glitch? With finn

-Vader being able to fall off the map without dying if stuck in the choke animation

-Chewbacca stunning himself and teammates by meleeing and stunning at the sametime. How to stun team mates

-Luke staggering halfway across the map (maybe this was a hacker or teleporting after getting choked with punishing grip)
-Bug where the user gets booted back to the menu, unless they pick an exact pingsite

-bb8 getting exp before the match starts
-leveling up by doing absolutely nothing
-hans smugglers wit card causing him to get rolls off cooldown faster. sometimes he'll buffer two rolls instead of one. or have fourth roll after the third.

-chewbacca not being able to fire his gun
-characters not being able to shoot their gun in general
-Finn and Rey infinite block glitch? Holding block and letting go when you dodge out of the radius after using dash strike
-invincinble bb8 with another bb8 droid and finn
-BB-8 far recharge / accidental exploit.

-Leia's grenades going through the floor on multiple maps
-landos stun grenade affecting ppl in various spots of the map depending where it's initially located.

-gas grenade bouncing off characters and walls

-vader using choke through -disable- mind trick
-kenobis mindtrack straight up not working in general on some darkside characters.
-Palpatine not draining Yoda's stamina
-Epicenter damage going through walls.
-Dark Aura disabling sprint and jump permanently.
-Some characters can fully block frenzy, others can't.
-Iden's stun droid going around walls.
-Other heroes can do the heavy gravity short hop jump slash spam like Grievous. (may not increase DPS)
-Dooku Lightning: Inconsistent — sometimes damages + knockdown, sometimes one without the other, sometimes animation hits but no effect.
-Obi-Wan Defensive Rush visual glitch
-Thermal Binoculars / Scan Dart / NV Optics issues (on old EA Answers thread)

-infinite bb8 cable spin (unreproducible)
-Dodge near out of bounds → immune to force powers sometimes.
- invincibile phasma: 3 officers (easy) or 3 BB-9Es.
- bossk invincibility with 3 officiers
-stacking All In Charge glitch: Spam melee at the right time with a "fire controller."
-Obi-Wan invincibility glitch: Force push + hold block + dodge out/in of big deal.
-Boba / Bossk visions not picking up enemies (forum thread)
-Air dash draining all of Boba's fuel with fuel efficiency star card on.
-Grievous getting pulled out of Unrelenting Advance.
-second claw rush: results in phantom hits
-Beating Heart + Flesh is Weak cancels out the health regen speed debuff.
-Attraction can sometimes make Pull Dominance go through CC immunity if it hits in the extra radius (explains Grievous getting pulled during claw rush).
-Yodas block failing (probably a delay)
-being able to shoot through yodas block from above
-parrying with reys mindtrick
-vader choking anakin during heroic might
-Anakin: instant Ret when taking massive damage while huddled close to teammates.
-During the fast spawn event on Monday, your battle point gain is doubled a few seconds after you respawn.
-luke, Maul and Yoda's cards that give them an extra dash are bugged. The 10% slower recharge speed for those cards don't work. The recharge time is exactly the same with or without those cards on.
-Rey and Han's "Extra dodge" cards also speed up their dodge recharge rates from 1.1 to about 0.65 se
-kicks and punches doing double damage so any non saber attack can crit or double whichs mean luke animaton chain may not be so bad afterall
-maul choke can trigger max collision damage.
-at st getting on top of the temple on yavin through walking on the stairs sideways
-taun taun glitch on hoth where you can headbutt a silo to quicky recharge your middle ability. im sure theres more snowhorse glitches, but im not interested in finding them.
-about Explosive Damage, something feels off when you block it. In some cases it consistently pierces through the block. But one notorious case I found with chewie single shots was that blocking with maul sometimes he took the full 50 explosive damage, sometimes he took 49, or 48, or even 47.
- BB-8 cable spin cooldown reduction (hit at least 2 enemies then disable the ability early).
-- Jim Jam glitch and Overmax Zero glitch (HvV). stupid glitches I'm not dealing you how to do look it up.
Autoblock Methods

- Anakin: Multiple methods exist (holding block while charging Heroic Might, combining with Finn glitch + Grievous Claw Rush, etc.).
- Rey has an autoblock/invincibility exploit.
- Kenobi and Yoda also have relatively easy autoblock exploits (block while using Push/Health and release after animation).

Extended Choke + Finn Glitch + Punishing Grip Interactions

- Characters caught in extended choke under Finn glitch with Punishing Grip can experience a teleport glitch when meleeing.
- Force immunity kicks in around 65%+ damage reduction.
- Past 90% DR the game starts bugging out (blue hue appears as a visual sign).
- Under extended choke + Finn glitch, some characters (including Anakin) can lose the ability to swing their saber but retain block and force abilities.
- Anakin can spam force abilities outside the Finn glitch radius to regain swing ability and become temporarily invulnerable to saber attacks (immunity can last longer than 2 minutes). Blue hue typically appears around the 2–2.5 minute marks

  Multiple Heroes glitch in Supremacy and Galactic Assault (mashing different heroes at the same time).
  Multiple Heroes Glitch Tutorial

-They were much stronger back in the day, before they were nerfed into the ground. But, if you get yourself an Officer with the Officer's Presence card, die/respawn, and then select a Speeder, this card's effect will work while you're using the speeder class. And this card not only helps nearby allies to regenerate health faster when they aren't with max health, but it also awards you points for doing so. And since you are now using a Speeder Class, these points become XP for the Speeder class. It may not be much, but if you want to get lvls faster with this hard class I suggest getting this to boost your gain.

-chewbacca's charge slam hitting well beyond its telegraph

-abilities hitting far beyond their telegraph

-yoda breaking himself of out of combos, which is a good glitch and may be intentional

-boba exploit where he becomes near invincible with death from above

-being able to dodge the 2nd and third hit of frenzy by parrying the second hit and then dodging

-yoda being hit twice during his slow as fuck swing animations

-ragdolling someone guarantees two hits, as one of the hits goes through block
-shoot the ground use hardened infiltration and hop into lasar silo... stack damage reduction as specialist on hoth

-weird lightsaber hit registration
-vader's old invincibility exploit still works; it just goes away after a while.

-maul teleporting when using dash attack
-activating focus rage causes me to get hit by shoulder charge for some reason.

-heroic might ending before the animation does

-grievous can’t thrust surge while blocking, unless he or his opponent dodges

-lingering hitbox at the end of repulse
-lingering hitbox on freeze
-lingering hitboxes on multishock

-**kylo freezes you, but you hold block and than let go for rey to have infinite block**
-Vaders choke going around walls
-lingering hitbox on thrust surge
-accident ground blocks (mostly from cheat mode)

-Concussion Rocket being wonky and not working when it should or not giving the time stated on the acute concussion star card?

-finn getting defensive buff when being staggered and using finn glitch. *finn glitch 2.0*

-cable spin visual glitch
-infinite e-11 with in charge? Does big deal matter if it's infinite or not?

-vader getting 20 swings by doing his old exploit glitch
- Hero duplication glitch DUPLICATE Heroes/Villains
-Grievous being able to use unlimited Thurst surgeTriple Thrust Surge? Yes

-Taking longer for sabers to block since this last update. Even when pressing the block button on reaction, there seems to be a small delay and it doesn't register even if the character is in the block position.

-Chewbacca using charge slam at lightspeed

-Console/PC Respawn & Hero Selection Workarounds

- **Console players**: Avoid going back to the selection screen on death (unless you're fine switching heroes). It can trigger the **unselectable hero glitch** and sticks you with the old 10s respawn timer.
- **PC players**: Bypass by mouse — double-click the greyed-out hero to make it selectable again, then double-click (or spacebar) to pick it.
- General: Respawn screen is faster (HvV patch reduced 10s → 6s), but you **must** use selection screen to benefit. Same for fast respawn events.

-Obi wan force push exploit(no longer have access to video) you probably just need force push and big deal. The damage reduction will reset after awhile, due to autofixing damage reduction perk.

-Leia grenades going through the floor on the uppermost floor in maz's castle.

-Maul invincibility exploit with officers
-Berserk glitch where attacks double the amount of damage after the first one.

-finn giving unlimited cooldowns to teammates when he dies out of bounds. Wait till the counter goes to 3 then activate big deal

-bossk floating in the air by cancel spamming predator instincts with y or scroll wheel

-bossk mines splash damage going through walls (have to test this more inside bespin pods)

-lando sharpshot refund glitch after hitting 3 enemies with big deal up. using the maximized efficiency star card

-anakin autoblock by holding block and charging heroic might while bb9 uses middle ability
-One version: Finn glitch + hold Heroic Might + block → have Grievous hit you with Claw Rush while charging → release block after Heroic Might ends.

1. Another version: Simply hold block while charging Heroic Might to max, then release when finished

-dooku hidden voiceline by duping dooku
-maul hidden voiceline by duping maul, need 5 emotes to use the kenobi scream emote if it hasn't already been unlocked. This also works with anakin to get the "wizard" emote

-kylo being able to cancel and spam 1 hit frenzies
-bb9s scan getting stuck and revealing enemies 100% of the time

- infinite jumpack glitch: How to pull this glitch off: ***Only works with rocket droid*** Press RB or L1 and then double tap A (xbox) or X (Playstation). if you are playing online it might help to do a dodge in between every use of this glitch

-rey and luke's dash strike hitting twice when spinning the camera around
-dash attacks in general hitting twice
Luke's double hit single dash attack glitch (The Fruit Roll Up) - Star Wars Battlefront 2 #Shorts

-BB8 near infinite charge glitch by timing correctly and holding block BB 8 Attack Glitch/trick / Star Wars Battlefront 2 get a shock then charge.

-Maul dash glitching through walls and stairs
-Old obi wan solo damage reduction by canceling force push with attack button? How to do Obi-Wan damage reduction glitch (PS4 v1.38) [read description]

-Yoda auto block or unlimited block when using bonus health and holding block during bb9s middle ability YODA INVINCIBILITY GLITCH TUTORIAL!!!

-Stacking too much dmg reduction causes the game to get unstable.

-you can send an invite to an account on origin to get group chat even if the account does not join the group

-- bobas flamethrower does more damage at its max range than up close, so 200vs100
-boba flamethrower can somtimes drain extra stam
-boba can Store/Queue a flamethrower to Lunge far away. be careful of collision dmg
-palpatine melee que/store lunge, and double melee proc

-Finn invulnerability exploit, unknown way to trigger? There's Multiple ways to trigger it, but idk a single one. probably using multiple finns lol.

-Han climbing the wall outside of the great temple by spamming shoulder charge speed glitch fast enough

-yoda flying by chaining abilities together glitch, seems to work randomly

-grievous thrust surge around walls
-maul being able to block during saber throw, which works randomly.

-Block and retribution sometimes doesn't work on sloped surfaces... More jank that belongs in the ps1 era
-vader with punishing grip choking anakin during big deal causes invulnerability to sabers

-Vader autoblock by doing old glitch while holding block and getting hit by a force power *hard to do*
-Vader autoblock by holding block and using focused rage while choking and then dodging twice. You let go of block after the second dodge

-grievous can use thrust surge after dodging off a platform

--https://battlefront.fandom.com/wiki/Melee#Double_Melee_Damage For reasons not entirely known yet, characters who can melee are able to deliver double the damage in a single melee usage.

-team chat doesnt work unless you are already in a group, another fuck up from the devs and people can see your conversation in group chat
-Dooku faster swing speed with finesse
-Restrictive Mind Trick effects are totally disabled earlier (or not affect the enemy at all) if the enemy suffers (or is already suffering) from a forced movement or immobilizing effect (including knockback)

-chewbacca invulnerability exploit using charge slam and dodging back into finns big deal

-han invincibility exploit when he dashes outside of big deal and dodges back to stack dmg reduction.
-size matters not regening all of yodas hp after taking a lot of damage

- Upgrading this star card "resourceful" doesn't do anything. At common rarity (no upgrades) it applies a 10% cooldown reduction and upgrading it further doesn't increase this value.

-I have tested this in arcade. Here's one example: Officer's improved heal command has a cooldown of 35 seconds by default. With the card it's 31.5 seconds. It should've been 26.2 if it actually was a 28% reduction. I have tested this with many other abilities and it's still the same 10%.

Come on,it's an easy one to fix. It's been here since launch...
Resourceful star card doesn't reduce cooldowns by 28%

Known Binding errors from the Archive

1. **Vehicle Ability Bindings**

- If you bind the number key **2** to an upper ability on land vehicles (AAT, TX-30, etc.), that ability often stops working completely.
- The game seems to have hard-coded behavior for certain keys that doesn't respect your custom binds.

2. **Reload Key ('R')**
   - Even if you remap Reload to a different key, pressing **R** still triggers reload.
   - The game treats R as reload regardless of what you set in the options.
3. **General Binding Issues**
   - Some players reported abilities not triggering at all when bound to certain keys.
   - Conflicts between vehicle controls and infantry controls.
   - The game sometimes "remembers" old bindings even after changes.

List of active bug testers: Most have left the game. there are some console players with insane ga knowledge but idk the names. The names I do know are
Vader gamer
Lord Sieciech

https://giphy.com/channel/RogueZeroRendar

RogueZeroRendars Section
Rogue Brothers Playlist
Day 1 bugs list……..
Co-op(optional)
Arcade(optional)

https://www.reddit.com/r/StarWarsBattlefront/comments/w0rmoc/the_bugged_heroes_tier_list_only_bad_bugs/

-

Star Wars Battlefront 2 Every Single Glitch I Know In Heroes Vs Villains 1k Subs Special #GGS
More glitch spots were probably found since this video was posted. like on death star 2. Yoda, maul, and boba are best for finding glitch spots. look up

glitch spots and out of the maps glitches for those characters. in Ga and HVV.

STAR WARS BATTLEFRONT 2 BEST GLTICHES!
Battlefront II Boba Glitch #2
Battlefront II Boba Glitch #1
Battlefront II Boba Glitch: Skywalking on MC85

Old Meme spot
Star Wars Battlefront 2 op deathstar spot

How to do Big deal + in-charge glitch and yes they stack

BATTLEFRONT 2 INVINCIBILITY GLITCH
The Finn Glitch (How To Give God Mode) - In-Depth Tutorial | Star Wars Battlefront 2

written explanation in case the video link goes bad.

Finn is easy, camp and wait for your teammates to get kills. Use the infinite big deal glitch and use infinite big deal again when it's off cooldown to grant your team bonus hp. In between that ability you can use his pistol ability to speed your team up and the damage reduction should carry over. That is if you use the glitch though and if you want more damage reduction equip the "in charge star card" it doesn't take long to get the maximum 36 dmg reduction using headshots. I would suggest you download the damage reduction visualizer mod. Finn can get up to 56-58 dmg reduction for his teammates which is on par with grievous when they use abilities like heroic might.

If finn needs damage reduction then use base big deal temporarily without the glitch. Your main objective is to stay alive as long as possible. If Finn wipes the rest of the team will likely wipe

Attempting to play 4v4s with all characters using known invincibility/immunity exploits is just a curbstomp for the lightside, and chewbacca would be at the max tier possible. No way to tell what would happen if literally everyone was invincible. Probably would just be a stalemate, meaning it's pointless to even try.

When it comes to exploits every character has one and there are multiple ways to do it with found and unfound methods.

usually involves finn or an officer affecting star cards,recharge rate, granting immunity, or invincibility with big deal or something that gives them 90+ dmg reduction

This is why exploiting can be boring
https://streamable.com/pq1cfu

Exploit Terminology & Explaning AutoFix DR

This section explains common terms used when discussing glitches, exploits, and advanced mechanics in BF2.

Core Terms

- **Invincibility** — When a character cannot take damage at all. True invincibility is very rare. Most cases people call “invincibility” are actually high Damage Reduction (DR) or temporary protection frames.
- **Invulnerability** — Often used interchangeably with invincibility, but technically refers to being immune to a specific type of damage or effect (e.g. force immunity).
- **Autoblock** — When a character can block while using an ability or during animations where blocking should normally be disabled. Common on Anakin, Rey, Kenobi, and Yoda through various methods.
- **Immunity** — Resistance or complete protection against a specific mechanic (e.g. force immunity at high DR, or saber attack immunity during certain glitches).
- **Damage Reduction (DR) Stacking** — When multiple sources of damage reduction are combined, sometimes reaching extremely high values (90%+). At very high DR the game can start bugging out.
- **Auto-fix DR** — Some characters have built-in mechanics that periodically reset or reduce stacked Damage Reduction. This prevents them from reaching true invincibility through glitches.
- **Force Immunity** — A state where the character becomes immune to force abilities (Push, Pull, Choke, etc.). Usually occurs around 65%+ Damage Reduction.

Map knowledge Section

Crait: the map is so wide that zoning is prominent. Backlining on the edges of the map is a legit strat

Kamino: any saber can jump on the center platform by jumping from a pole on the lower platform.

Naboo cruiser, Grievous can get to the upper floor by using jump slash.

Vader can go up the chute in Jabba's palace and so can grievous, use claw rush and focused rage halfway up then keep walking. Pretty much any character with a high jump can do this, including bossk.

Bespin: You can open any door quickly by holding E

Endor 9: you can jump through the walkways on endor 9

Takodona castle: theres a spot you can to jump to on the castle from the ground as a saber

Environment Knowledge

If you have spots to add, do a compilation of photos in a video format and post it on your channel. I could do public editing but that obviously is not gonna work out. You can also Post it in the corresponding server channel
5 MORE CRAZY BATTLEFRONT 2 GLITCHES!

Quick way to level up to lvl 25 and get purple cards. BATTLEFRONT 2 UNLIMITED XP GLITCH // WITH FRIENDS

BATTLEFRONT 2 HOW TO GET 200000XP EASY
Use this on double and triple xp days

Unlimited co-op exp with friends
SWBF2 Unlimited Round (Unlimited XP) *DUO METHOD*
How to unlock The ‘Kenobi’ emote In Less Than a Day!!! : Star Wars Battlefront 2

Best Co-op Maps for XP

Dark Side

- **Jabba's Palace (Empire)** — Best overall map for Empire grinding.
- **Kessel (Empire)** — Great for Iden and Bossk.
- **Death Star II (Empire)** — Strong in the first phases.
- **Endor (Empire)** — Good on both attack and defense.
- **Ajan Kloss (First Order)** — Decent for Sith Troopers.

Light Side

- **Kamino (Republic)** — Very good, especially on Point B.
- **Felucia (Republic)** — Solid choice for Republic.
- **Endor (Rebels)** — Good for long overtime games.
- **Resistance Ship (Resistance)** — Solid option.

Quick Tips

- Attack side is generally better for XP than playing defense.
- Jabba’s Palace is currently the best map for Empire grinding.
- if you can't find the map you want play the one before it in the rotation
- Only play defense on Jabba’s Palace, Endor, or Kessel if the game goes long.
- I don't recommend cheating but, using infinite cooldowns will ensure you hog all the kills.

Tier List And Rulesets

In these scenarios, you rate the placements based on who is picked with the strongest options at the time. The tier lists below are for 1 hour max even if it doesn't state it. Take these with a grain of salt also, this is supposed to be the highest level of play in the game meaning there's almost no match data for it. I don't know the exact placements. It's also assuming the darkside/lightside start with zero eliminations. Formats I used and/or considered using for the below tier list are.

1. Infinite big deal with in charge stacking
2. Infinite big deal without in charge stacking
3. No Glitches and exploits at all
4. Glitches but no infinite big deal (stuff like 4 hit frenzy and the alt spawn glitch)
5. Glitches and infinite big deal

invulnerability, invincibility, autoblock, and immunity, basically entail the same thing, not being able to be hit by all or large portions of the cast and also stacking damage reduction way past what in-charge offers. all of those exploits are **banned** unless for rare scenarios where it happens by accident namely anakin. Then it's up to the players to figure out whether he should respawn or keep playing.

Potential Bans to Consider (HvV)

These are cards and strategies that some groups discuss banning. Only ban things that actually create degenerate play or clear exploits. Do less bans, not cope bans. Most high-level groups keep the ban list minimal unless something is genuinely warping the game.

- **No mods** — Mods can sometimes allow multiple star card loadouts or trigger extra cards.
- **Tenacious + Finn** (triggers invincible Anakin) — strongly recommended to ban.
- **No Flesh is Weak (Grievous)** — Creates an evasive high-damage tank that becomes tiring to fight over long games.
- **No Punishing Grip (Vader)** — Can enable or interact with multiple invincibility/exploit interactions.
- **No One Resistance (Finn)** — Makes bonus health spamming more consistent and annoying.
- **No star cards on Vader** — Some scenes ban cards on Vader because he becomes very strong with optimized setups (even if your server doesn't usually run 4v4 sabers, this is still a common consideration in other groups).
- **No Sabers Only** — Not usually run on this server, but some groups ban full saber lobbies because of the lack of block-breaking tools and how slow/stale the games can become.
- **No Boba** — Only worth banning, if playing 4v4 blasters
- **No macros**
- **No DR cards During Finn Glitch games**

  Other Custom Rules

  - Lowest ping player should play Anakin to reduce jank and desync.
  - Match time limit: 1 hour maximum.
  - 4v4 in Supremacy is a decent option if you can reliably get 4 heroes per side.

    Macros That Existed in the Community

  - Infinite Duelist (Dooku)
  - Quick Respawn

- Kenobi Infinite Defensive Rush
- Grievous triple jump slash
- Autoparry
- Vader triple jump slash

How to stop rushdown

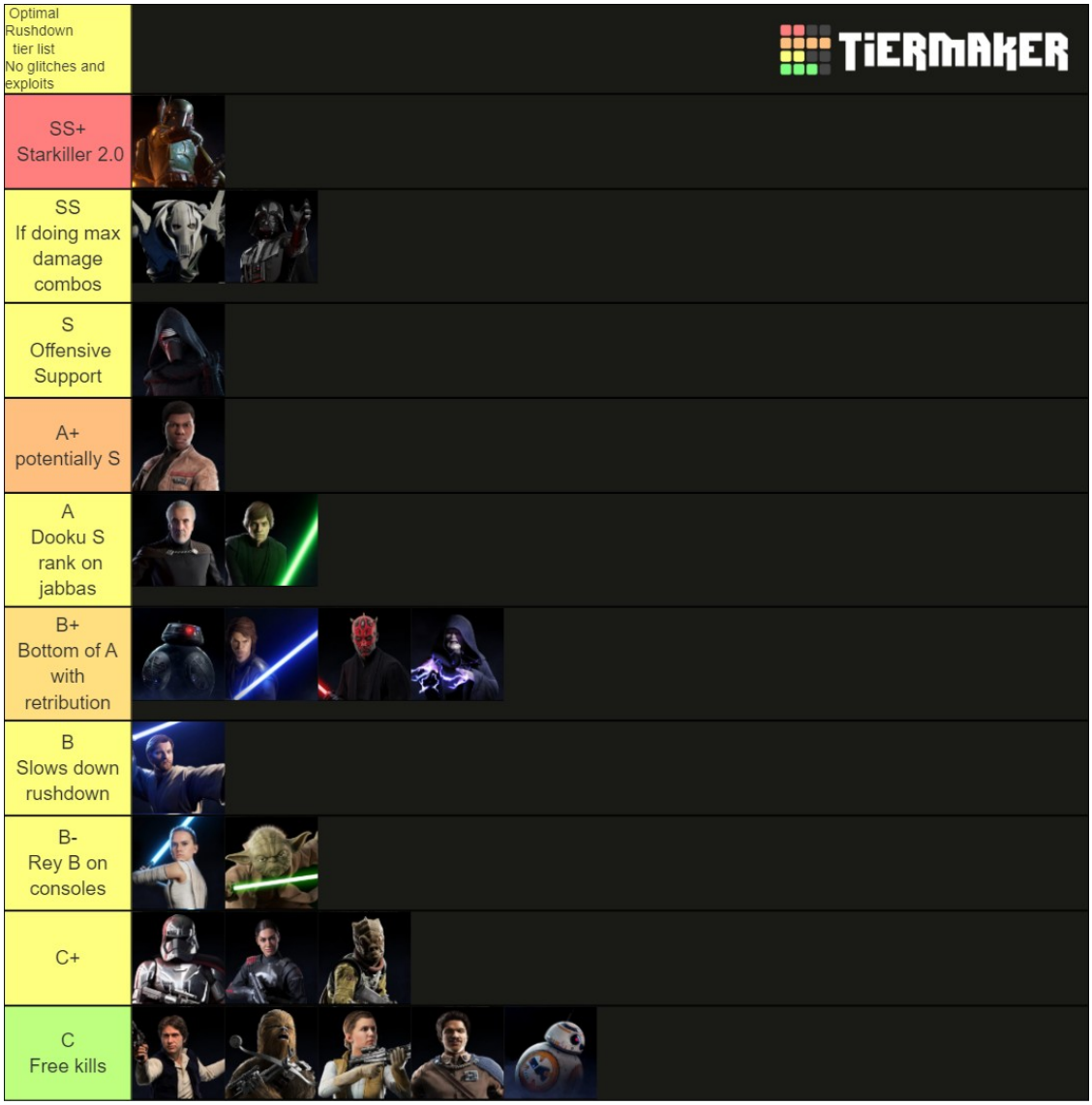
GO INDOORS AND CAMP. Hold block and dodge at the sametime, but be careful not to deactivate any abilities doing this *see bug list*, pull and push through dodge or on recovery frames after dodge, extended mind tricks, pop yoda's bonus health when cc'd, use "unleashed", pop grenades when getting choked, 90 degree turn & 180 degree turn blocks to stop grievous from knocking down, dodging the second and last attack of frenzy's chain so it misses, predict and interrupt maul abilities with luke, farm retribution in bossk's gas and idens alt fire, deadeye/sharpshot bb9, jump onto platforms, pull palps and anti air boba, zone out dooku, double parry, kiting around the map as a team. Use obi wan's crowd control immunity during push, use heroic mights 90% dmg reduction. Put butt to a wall, to reduce chance of getting hit with claw rush.

The first 2 tier list below are based on starting power, meaning the rushdown period when the darkside can repeatedly kill and spawn kill the light.

Phases

Darkside rushdown 5-20 kill rushdown period>lightside goes indoors and sets up camp>Lightside charges up>Lightside is at max power and pushes darkside out> Lightside defends the entire area> Late game Rushdown> Emote while victory camera zooms out

Heavy rushdown


Optimal Rushdown tier list No glitches and exploits
TIERMAKER
SS+ Starkiller 2.0
SS If doing max damage combos
S Offensive Support
A+ potentially S
A Dooku S rank on jabbas
B+ Bottom of A with retribution
B Slows down rushdown
B- Rey B on consoles
C+
C Free kills

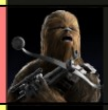
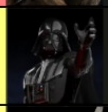
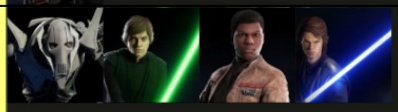
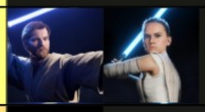
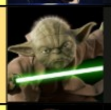
Rushdown. no time to stack means boba can disable undercover.

Keseel Coxium mines no exploits or glitches

This is very impractical starting out, because I recently learned that Grievous can knock down the blasters every time in the smaller of the two rooms in the command/computer center on coxium. Very rewarding if the heros make it to the higher phases. Finn needs to hide behind the automaton being shielded by a saber. And bossk and can use the gonk droid to sneak in mines but it is highly risky.

that would be similar on any map I'd assume, especially maz castles, the great temple, or tatooine. Just proving why Chewbacca is a niche pick ultimately.

Coxium mines infinite big deal with in charge

Coxium mines 4v4 infinite big deal/one resistance/in-charge. no invincibility exploits 1 Hour max.	TIERMAKER
SS+ Max impervious	
SS- Block and Choke	
S+ Cowardly retreat, max intensify, Anakin Bottom of SS- with retribution	
S	
A+	
A	
B+	
B-	
C+	
C-	
D Useless	

Maz castle infinite big deal and in charge stacking
I would add this but this section is too long

Maz's castle no glitches or exploits

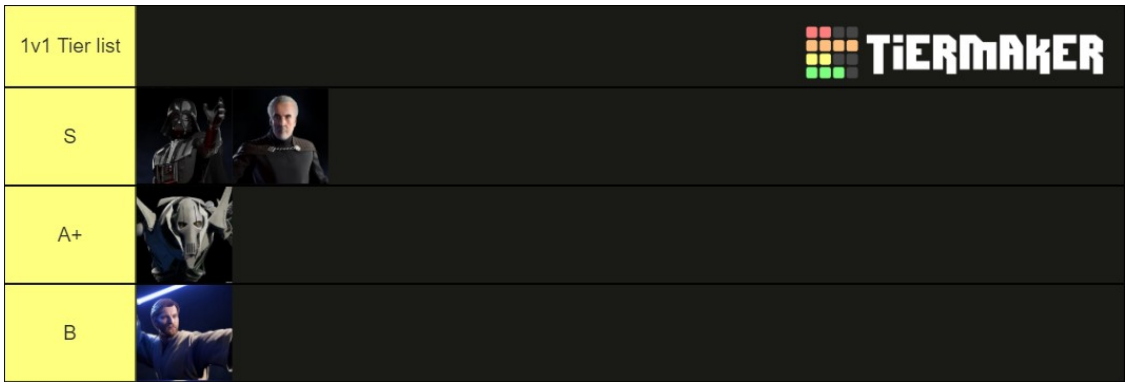
Great temple with infinite big and in charge stacking
OOB areas; only useful as a knowledge check.

General tier list with infinite big deal no in charge stacking

General tier list glitches but no infinite big deal

Blaster tier list *only random lobbies*

1v1 tier list. Don’t waste too much energy fighting these characters alone.



List of good camping spots, with infinite big deal *base big deal doesn't apply*

so general rules of how I ban maps

1. the map camping spots were so bad we always wiped.
2. getting spawn trapped was always guaranteed.
3. the map wasn't necessary to have more maps for scrims.
4. it was kusoge, poorly designed like Jakku where crap is everywhere, or MC85 where teams spawn 20 meters away from each other.

   Maps succeed when
   Light side has at least one strong, defensible camping spot that can actually be held for a while against optimal dark side play (including targeted suicide rushes on Finn).

5. **There is a realistic way to recover or rotate** after the first spot gets broken.

Ajan Kloss: The Klosslands (Failure) Pummeled by claw rush, but being unbanned to have more maps
Kamino: Cloning Facility (Success)
Felucia: Tagata(failure) boba
Tatooine: Mos Eisley (Success) Make sure you deal with boba early
Naboo: Theed Hangar (Success) finn and chewy need to be on top of the boxes in the corner.
Hoth: Outpost Delta (Success)
Takodana: Maz's Castle (Success) camping the upper room, lightside can spawn inside the castle without the darkside interfering.
Death Star II: Command Sector North (Failure) Snake oil map design
Yavin 4: The Great Temple(Success) Requires inside knowledge, of the out of bound areas in the temple. Requires perfect execution
Starkiller Base: Command Center (failure) Finn is supposed to camp inside the ship, but it never works out.
Endor: Research Station 9(failure) too wide but being unbanned due to popular demand
Naboo: Venator-class Star Destroyer(failure) vader can run up the slope without losing regen.
Kashyyyk: Kachirho Beach(failure) gets wrecked by maul, and it has too many holes.
Jakku: The Graveyard(failure) terrible map, with too many abusive sightlines.
Geonosis: Providence-class Dreadnought (failure) out of bounds area is too short and can be abused.
Bespin: Administrator's Palace(failure) bossk mines prevent prolonged camping. Idens altfire was annoying too, but unbanned to have more maps.
Tatooine: Jabba's Palace (failure) Viable only if the team can hold the back room if not, then finn gets spawn trapped to oblivion by dooku + cyborgs
Kessel: Coxium Mine (Success) but only if lightside makes it to the computer room. best camping spot of all maps.
Takodana: MC85 Star Cruiser(Failure) stupid spawns
Geonosis: Trippa Hive(failure) boba
Jakku: Resurgent-class Star Destroyer (Failure) While Light side can technically camp in the back using an all-saber comp and running out of bounds, the match usually ends up stalemating. Because of this, the map was still banned. The main issue is poor map design — there are simply too many angles to defend against, making it one of the worst designed maps in the game.
Crait: Abandoned Rebel Outpost (Success) backline with leia and finn, though it's janky as hell. High execution map
Scarif: Scarif Beach (Failure) the hangar room is too wide. boba can disable finns sprint, and maul can throw finn.

don't take this as 100% fact. generally any spot is a good spot if the team can defend it.
Abilities going through walls
Bad camping spots just become worse. Snowball meter goes up by 1.

Choosing a main

Play every character, you're doing yourself a disservice if you just stick to 1

Spawn killing section

Spawn camp prevention
Run to finn when he spawns

Terminology
Spawn camp: Player sits and waits for someone to spawn in the spawn zone
Spawn Trap/Spawnlocking: Prevent someone from leaving The spawn zone
Spawn kill: Killing someone after invincibility frames run out
Spawn Chunk: Refers to ai when they spawn en masse in an area
Spawn Bomb: When the entire enemy team focuses fire and abilities on a single spawn exit or choke point to completely deny regrouping and snowball the game.

To do the alt spawn glitch press esc and wait for the screen to flash twice. This only works at the beginning of a match

Spawn kill the least experienced player or a character that has the lowest power ranking; Aka free kills which are usually Rey, chewy, leia, han, iden, boba in small areas, bossk, Lando, bb8, Palps, anakin, phasma, and Rarely kenobi.

There are various abilities and star cards that help make spawn killing easier. Attempting to manipulate spawns with phasma's turret, usually fails - enemies often spawn directly on top of you anyway.

Delaying spawn is a good option if you know they will immediately pick you off
Sometimes you can kill yourself to get a better spawn
If you leave and quickly rejoin a game at the beginning of the match you can reach various spawn zones, that wasn’t available through the alt spawn glitch

check the radar every 6 to 8 seconds. also when they spawn in, the rader will reveal their location. Some maps have broken spawns like crait, kamino, endor, death star two, kashyyyk, and ajan kloss. have your team split up to

cover more area. if you know the exact spots you can hit them the moment they spawn aka called Spawn Killing. Phasma can put her turret on the spawn zone and bossk with his mines, which is called spawn trapping. also it would help to learn the interval rate of when they spawn, in spawn zones on the map. People just spawning have invincibility frames but can still be affected by crowd control abilities.

Frame data

Doesn't matter because it's too ping dependent, but practice learning the time on hitting ppl through their dodges with abilities. Anakin's pull, Yoda's Delayed Push, and attacks with fast startup are good for this. testing frame data offline doesn't make it translate well online. In general ppls hurtbox gets extended when they jump. There's no way for me to get frame data without the developers help but this si what I test offline.

Dark Side High Priority: Palpatine Chain Lightning, Vader Lightsaber Throw (first hit), Maul Lightsaber Throw (first hit), Claw Rush, Maul Dash Attack, Phasma Staff Strike (initial hit), Dark Aura (first hit), Vader Choke, Maul Choke, Dooku Stun

Dark Side Low Priority: Kylo Frenzy (first hit), Kylo Freeze, Unrelenting Advance, Palpatine Electrocute, Bossk Dioxis Grenade (thrown at feet), BB-9E Shock Spin, Pull, Concussive Rocket, Rocket Barrage, Trap Arming Speed, Shock Prod

Light Side High Priority: Shoulder Charge, Kenobi Defensive Rush, Luke Rush Attack, Yoda Dash Attack, Rey Dash Attack, Kenobi Mind Trick, Rey Mind Trick, Passionate Strike (first hit), BB-8 Rollout, Luke Push

Light Side Low Priority: Obi-Wan Tap Force Push (both push cards), Repulse, Pull Dominance, Yoda Push, Heroic Might (tap with Fix mod), Retribution, Stun Grenade, Charge Slam, Lando Sharpshot (first enemy hit)

How to counter/check guide tied in with character descriptions

Phasma: her body blocks the stun so just keep mashing her until she rolls. dps that turret down and get her away from the droid. Leia and obi wan are great counters. smoke can block the turret los, but you will still get shocked up close.

Rey: Use a dpi button, do a 180 turn and dodge backwards. Or just use a force ability on reaction. The key is backdashing

BB-9E: takes headshot dmg when being hit with deadeye and sharpshot. Rey counters bb9 because of mindtrick. kenobi can disable its middle ability.

Kylo: the most consistent way to beat him, is to stop parrying frenzy. just block it and dodge the last hit so it misses. Force him to activate frenzy near a slope, and don't be near him when he falls back down.

Yoda: has tons of endlag on his moves which makes Phasma a great check to him and saber mashing in general. Dooku can debuff his bonus health

Grievous: lukes abilities can stop him from getting greedy and Anakin's pull can weirdly Affect him during claw rush. You have to exploit his lack of blaster deflection stamina. Hans grenade can stop his momentum. if he starts do the weird thrust surge block bypassing, just save a dodge for it. Don't try to parry his fast fall jump slashes, just knock out of it with cc.

Blasters: it's a good idea to jump over blasters, since you'll get the hp back. For the most part the majority are free kills, just don't be ignorant about it and get shot in-between the legs.

Iden: the droid can be parried, jumped over, or you just hold block and move backwards. the stun hits where you were, not where you're currently at, camera manipulation is required if hit from the side or back. Yoda can break out of the stun droid. Dodging the droid works, just wait till the droid is at the top of her head. 180 block also works and then you can facecamp her with a saber.

Chewbacca: Vader and Phasma together Counter Max impervious chewy and Grievous can easily knock chewy down due to his large hurtbox and bypass his abilities. It is possible to dodge the stun grenade, but it's difficult.

Bossk: Charge heroic might or kenobi's force push to tank everything he has. Yoda can use bonus health on top of mines and Rey can charge through it, if she has damage reduction.

Palps and bb9 aren't blasters but they can be rushed down by chaining dodges and lunges together. Pulling any of these guys with anakin is the easiest thing ever, and yoda can block palps for days. If all else fails retribution will blow these guys up.

Lando: cancel his stun with bb9 or dodge it when u hear the beep

Boba: you can use chewy, anakin, Finn, Han, or lando. Damage reduction is key, charging frenzy and broad shoulders can tank most of the rocket damage with big deal up.

How to play

General how to play

Lightside has to play around big deal and conserve cooldowns if they want to stand a chance at winning. It's a good strat to pick the strongest team comp, and replace certain characters with others based on their niche. Yoda works well on 4 sabers comps, Leia is good for holding down doorways. 1v1s are generally a bad idea outside of spawn killing as you run the risk of getting blindsided. if finn gets killed the strat for the light side then becomes rushing to the location where Finn is going to spawn. remember the lightside has more synergy than the darkside meaning their powers chain together more easily, unlike their counterparts which are more focused on dueling but more versatile. Don’t worry about trying to protect blasters 24/7 unrelentlessly, they are called free kills for a reason.

Tracking and awareness
are very important skills to have. Being mobile without taking more dmg than is necessary is op. if you want to practice mobility and awareness the great temple is the map to do it. Pay attention to the weakest link at any given time and who is low on health, and stam. You should always keep track of your teams location and the enemy teams location, you cannot go on autopilot.

Keep track of cooldowns on both your team and the enemy team. Also pay attention to team combos and synergy on both sides.

As long as you follow flamez combat guide and remember the stats charts with general awareness you shouldn't be caught off guard, or lacking a punish game. The important thing here is remembering location, this is the main thing that separates average players from the top ones.

How to play blasters guide
General Tips

- Spam melee to break out of ragdoll.
- Many abilities can be used in the air (stuns, grenades, etc.).
- Use **Wiggles / Spin Jumping** - perform 360 and 180 air movements to warp your hitbox and make yourself harder to hit.
- Use **Hook Punches** to deal bonus damage when hitting someone from behind.
- Constantly crouch and jump during blaster fights to make yourself harder to track.

- Jumping is good for creating distance, but **do not jump** when a saber is already close. Buffer a roll instead.
    - Exceptions: Bossk (if he can get away with it) and when you’re getting staggered (jumping cancels the stagger).
    - Reason: A saber can land 2 free slashes while you’re mid-air, and enemy blasters will already have their scope on you.
- Aim for the head. Set your heat bar below the crosshair in the settings for better visibility.
- Blasters are generally lower tier. Their real strength comes from strong playstyles and block-breaking pressure.
- Boba can use slopes to gain a free speed boost.
- You get **20% damage reduction** while rolling.
- Hold **Alt** to autobuffer rolls.
- You can still land headshots on knocked-down enemies.
- Successful saber hits cause stagger on blasters. The stagger effect ends as soon as you land.

How to Deal with Block Spammers as a Blaster
How to deal with block spammers as blasters

Optimal play

in this game it's all about camping the other team out as long as possible, which makes sense but the point of deathmatch is to get eliminations. If both teams aren't actively playing and just camping, then the darkside has the advantage since they can just regenerate their hp backup and have grievous repeatedly use the low risk and high reward claw rush ability with cowardly retreat. Not only that but ds is just stronger in all situations and equal in 1 anyway. Even if the lightside has everything charged up it's still hard for them to win. This leads to the question "Well if the darkside is not running the right star cards or team layout, then isn't the lightside stronger?" The answer is no because if someone on the lightside dies once ls autoloses due to the domino effect. Also the darkside would need to have a certain number of deaths for LS to have an advantage, and against equally skilled players that's not happening. Starting off the match the darkside can immediately rush down the lightside and then spawn kill finn or the weakest saber over and over, so the darkside should auto win every time. There is a map with a good starting spawn location for the lightside which is jabbas palace, so let's just say the darkside lightside matchup is 9-1. Because of how unbalanced h/v is, the lightside has to camp and conserve cooldowns from the get go.

Also they only have 5 viable(not really) team comps; 3 using finn and the other 2 is 4 sabers. With no finn they have better defense starting off but they will have to stay indoors and find a good place to camp to avoid taking unnecessary rocket barrages. Another problem is the moment they start moving grievous will literally bully them. Finn's infinite big deal is considered ok to use because it makes the game more fair. The darkside can also suicide rush if their up on eliminations to kill finn and stop anakin from retribution spamming.

Survivability and strong punishes take precedence over raw damage output and ability spam. By staying alive and healthy, players can take regeneration consistently while forcing opponents to expend their resources inefficiently

This game is really that degenerate, a good game should promote movement but this one is just camping and waiting for someone to get greedy.

Viable Lightside Team Comps

Tank Characters: Obiwan and max impervious chewbacca, both need big deal
Off tanks: Tenacious anakin and yoda w/ size matters not, both need big deal

Meta
Luke/Anakin/Finn/Chewy (map dependent)
Finn/Luke/Anakin/Obi wan
Finn/Rey/Luke/Anakin

Barely Viable
Yoda/Obi Wan/Anakin/Luke
Yoda/Rey/Anakin/Luke

FOR PUBS AND FLEXING

Bubble Defense

Luke, Finn, Leia, Anakin

- Focuses on protecting key points with defensive abilities while maintaining offensive pressure.

Lightside Ragdoll

Luke, Anakin, Obi-Wan, BB-8

- Capitalizes on ragdoll effects to control enemy positioning.

No Anakin

Finn, Luke, Obi-Wan, Chewbacca

- A well-rounded team without Anakin, focusing on balance.

Cooldown Maniacs

Anakin, Finn, BB-8, Luke

- Maximizes the frequency of ability usage to overwhelm opponents.

Exp Whore Team

BB-8, Leia, Lando, Rey

- Designed to maximize experience, against bot players.

Anti Grievous

Anakin, Finn, Luke, Han

- Tailored to counter Grievous with crowd control and high damage.

Low Tier Stall

Finn, Yoda (Unleashed), Anakin, Luke

- Slows the game down while maintaining control.

Proper Tank

Obi-Wan, Anakin, Finn, Chewbacca

- Emphasizes strong defensive and tanking abilities.

Optimized Darkside Team Comps

you pretty much always use Vader and then Phasma/BB9E if your team is camping

Offensive Teams

These teams are designed for aggressive play, pushing forward and dominating the battlefield.

1. **Oppression**
    - **Team Composition:** Vader, Grievous, Kylo, Boba/Palpatine

- **Strengths:** High pressure and versatility; strong offensive and defensive mix.
- **Weaknesses:** Straightforward approach may be countered by strong coordination.
- **Rating:** ★★★★★

2. **CQ 1 (4v4 Sabers with Dooku)**
    - **Team Composition:** Vader, Dooku, Kylo, Grievous
    - **Strengths:** Dominates in close quarters, especially in confined spaces like Jabba's Palace.
    - **Weaknesses:** Vulnerable to blaster-heavy teams due to a lack of ranged options.
    - **Rating:** ★★★★★
3. **CQ 2 (4v4 Sabers with Maul)**
    - **Team Composition:** Kylo, Grievous, Vader, Maul
    - **Strengths:** Effective in close-quarters combat with strong ledge potential, ideal for dealing with blaster characters.
    - **Weaknesses:** Limited utility on open maps, highly dependent on tight spaces.
    - **Rating:** ★★★★☆

Balanced Teams

These teams offer a mix of offensive and defensive capabilities, adaptable to various scenarios.

1. **Hunters**
    - **Team Composition:** Vader, Grievous, Kylo, Bossk
    - **Strengths:** Balanced for melee and ranged offense. Vader and Grievous lead, with Bossk providing area denial and AOE damage. Kylo adds crowd control.
    - **Weaknesses:** Slight reliance on Bossk for long-range engagements. May struggle if Bossk is taken out early.
    - **Rating:** ★★★★☆
2. **Disruption**

- **Team Composition:** Maul, Grievous, Bossk, Vader
- **Strengths:** Balanced for area denial and pushing when needed, adaptable to various scenarios.
- **Weaknesses:** Depends on enemy spawn locations, potentially less effective if the enemy avoids traps.
- **Rating:** ★★★★☆

3. **Semi Stall**
    - **Team Composition:** Vader, Grievous, Iden, Bossk
    - **Strengths:** Balanced between defense and offense; capable of holding positions while still applying pressure.
    - **Weaknesses:** Reliant on Vader for major plays, with limited stagger potential.
    - **Rating:** ★★★☆☆

Updated Camp and Poke Teams

These teams are designed to hold positions, denying the enemy territory and forcing them to come to you.

1. **Felucia Boba**
    - **Team Composition**: Grievous, BB9E, Vader, Boba
    - **Strengths**: Boba's mobility is supported by strong frontline presence from Grievous and Vader, while BB9E provides utility and some sustain. The comp focuses on controlling space and harassing from the air.
    - **Weaknesses**: Still somewhat map-specific. Can struggle when the enemy forces fights in open areas or punishes poor positioning. Vulnerable to big AoE abilities like Retribution.
    - **Rating**: ★★★★☆
2. **Stall Breaker**
    - **Team Composition**: Vader, Grievous, Kylo, BB9E
    - **Strengths**: Effective against heavily defensive and stall-heavy teams. Strong crowd control and offensive pressure from the saber core, with BB9E providing utility and minor sustain.
    - **Weaknesses**: Requires good coordination. Can struggle on open maps where the enemy can kite or spread out.

- **Rating**: ★★★★☆

3. **Counter Camp**

- **Team Composition**: Vader, Grievous, Phasma, Kylo
- **Strengths**: Designed to lock the enemy team in place. You deny them space to push while also making it difficult for them to escape. You slowly edge forward and use stuns, pulls, and knockdowns to chain into a team wipe. Phasma can occasionally make aggressive plays by running in and dropping her turret deep in their setup, forcing them into a DPS check in tight spaces.
- **Weaknesses**: Requires precise execution and positioning. Vulnerable to well-coordinated enemy pushes if they decide to walk forward instead of staying camped.
- **Rating**: ★★★☆☆

Mid Dark Side Cores

These cores are generally considered mid or highly situational. They usually lack consistent offensive pressure or only perform well under very specific conditions.

1. **Boba + BB9E** — Only strong on specific maps with verticality. Makes games drag and loses a lot of value on open maps.
2. **Maul + Boba** — Strong early aggression and spawn pressure, but falls off hard if the game goes long. High execution required.
3. **Iden + 3 Sabers** — Extremely map-dependent. Can stomp certain maps but Iden gets farmed easily if the sabers die.
4. **Bossk + BB9E** — Forces Bossk into a passive sniper role with low overall pressure.
5. **Phasma + (BB9E / Bossk / Boba)** — Phasma brings almost no offensive value or block pressure. Usually just the “tankier blaster” pick when you need someone who won’t die instantly.
6. **Boba + Bossk** — Two high-variance blasters that don’t complement each other well.
7. **Palpatine + Blaster** — Provides little consistent value unless you’re willing to heavily gamble on Palpatine.
8. **Kylo + Palpatine** — Weak combination. Boba offers significantly more DPS and better block breaking than Palpatine, making this a downgrade in most situations.

9. **Kylo + 2 Blasters** — Loses a lot of value without proper frontline pressure. Kylo performs much better when there are at least two other sabers on the team for Resilience uptime.

10. **Dooku + 2 Blasters** — Dooku struggles without saber support. He needs frontline presence to safely use Expose and his cooldown reduction.

11. **BB9E + Dooku** — Generally mid in 4v4. Better suited for Hero Showdown. BB9E is usually better paired with Kylo or Grievous.

12. **Iden + Phasma** — Campy and annoying, but has very bad poke and offensive pressure. Struggles to actually close games.

13. **Phasma + Dooku** — Only useful on certain maps. On most maps Dooku is forced to suicide rush because the comp lacks proper frontline pressure.

14. **Kylo + Dooku** — Unless it's a 4 saber comp, this has too much role overlap.

15. **Bossk + Phasma** — Very low offensive pressure. Pure stall and area denial. Struggles to close games.

16. **BB9E + Palpatine** = Bad synergy, BB9E doesn't really help Palpatine do his job. Palpatine doesn't benefit much from BB9E's utility. Phasma actually pairs better with Palpatine because her droid gives him some breathing room and area denial.

17. **Dooku + Bossk** — Decent but gimmicky. The main win condition is Dooku landing Expose Weakness on a target so Bossk can follow up with mines for an easy kill. However, this is very prediction-reliant and falls apart if the enemy plays around it. Lacks consistent frontline pressure and block breaking.

2v2 Team Comps (HvV / Small Modes)

Recommended Strong Comps:

- **Chewie + Anakin**
- **Iden + Vader**

Why They Work: Both blasters have stuns that combo cleanly into big saber damage. The blasters provide consistent block pressure while the sabers bring strong CC and protection.

Vs Obi/Ani: Vader can block/dash and wait out ability combos. Chewie forces him to respect an unblockable stun + chip damage, while Iden pressures with alt fire.

Other Options: Bossk + Vader and similar variations can be argued, but the two comps above are preferred.

Virus quick tips

1. Vader is so powerful he can win a mashing contest against max intensify luke
2. Multishock makes your initial shock grenade split into more parts. This is actually horrible because if you just throw it at the ground, the card will have little to no effect. But if you throw it in the air, it'll shower into like 10 parts that will cover a huge area (which unfortunately isn't all filled up, so many blind spots for people to not get affected)
3. I Just reconfirmed claw rush dmg going through block even without the knockdown
4. Palpatine can Shoot lightning with both hands by using both trigger buttons and does more dps that way, regardless of his own stamina.
5. 68 dmg reduction was the max i saw for chewbacca with max impervious + in charge
Luke has max intensify when it says "17 player damage" or 20. luke can instant charge this ability with a ragdoll kill off the map.
6. in 4v4s the lowest ping player should be using anakin to avoid jank
7. I see a lot of ppl switching characters during the last couple eliminations of a match. It's better to stay with a stronger character than it is to switch to a low tier and die
8. this is what you have to do to block claw rush
https://media.giphy.com/media/S3bS9AumhI6VDSpBiU/giphy.gif
9. You can set up a macro to never lose a parry battle.
10. you can set your favorite character in the background of the main menu
Your Favorite Character as Menu Background BUG
11. recharge command, resourceful, bounty hunter. Use this starcard loadout in ga, it's very good general loadout
12. idens stun can be parried for some strange reason. To avoid the stun, block and walk backwards. If you move forward it hits your back.
13. Death By Door
14. star wars battlefront 2 HvV Tab glitch get cool outfits
15. Hold block in front of blasters to protect them and redirect blaster fire, try not to kill your teammates with it
16. Please don't push someone away who your team was fighting unless its apart of a combo extension
17. you can parry everything, with almost anything in this game. the higher the fps the easier
18. bossk does 380 damage for all six mines
19. if you're struggling to connect grievous jump slashes, try face camping.
20. you get 100 health back when a kill on a hero.
21. **Charge Abilities Tech**

- You can **tap** the button for Charge abilities (Heroic Might, All-Out Push, etc.) to enter charge mode without using it immediately, then press again to activate.

  Chat/Quality of Life Tips

  - Solo queue: Spam Enter in team chat to toggle group chat (only your party sees messages).
  - Blue text in chat: *text here* (double asterisk, no spaces).
  - Console: Press ` (backtick) to open.

- Ashoka's Combat tutorials https://www.youtube.com/playlist?list=PLWKX1xVlPGD46-XbCa5MltlbrqHpdQBsq
- KV Casti https://www.youtube.com/playlist?list=PLsps_GJibaYlXlqbFGtLVLUEDDdbKbapE

Flamez combat guide

Read(predict) ppls rolls/dodges, wait for the dodge animation to finish then attack, at higher levels of play ppl will roll 2 to 3 times in a row. Wait for them burn all the dodges up before using force powers to ensure they hit, or time it so it hits right after the animation finishes. As a saber user it's important to follow the direction of your enemy to keep up the pressure.

Baiting and mind-games. Buffer an attack and pretend to be vulnerable to get your opponent to burn through their cooldowns. example short hop then block or light saber throw then block. Taunt also works in getting your opponent aggro-ed to make a mistake. Another thing is running into a room and immediately back out so they think you're running away and lower their guard.

Camera work and sensitivity. You want to be moving the camera around as much as possible, play on as high of a sensitivity as you can, for controller I prefer 70-100% sensitivity with a deadzone set to 1. always point the camera in the direction you want to attack the enemy. When someone jumps over you, point your camera up and you'll hit them with force abilities even though your character is faced in a horizontal position. During Grievous's thrust surge, if you tilt the camera in the opposite direction he is lunging, he will have a higher chance of getting the attack off.
Controller Specific - "Swan"

- Move the left analog stick in smooth circular motions while blocking or attacking.

- Improves tracking, makes hook swings and animation cancels more consistent, and helps maintain pressure while staying hard to read.

Learn character tech. This is something you'll have to test out with each character, play 1 long enough and you'll learn about it eventually. Info is in this guide.

Buffering/Buffered meaning you press the button during another action and the game ques it to be used immediately. Both Offense and defense is improved by this

Jumping and punishing jumps:. Racks me up lots of kills every game. Don't jump too much, you're susceptible to force abilities. If you do jump, jump behind the opponent where they aren't blocking and then buffer an option. To get more height during jumps swing the lightsaber to hover up. If you jump when using force powers, the animation is faster than using it on the ground like kylos force pull and luke's push. Spamming Jump slashes may be a dps gain due to jank but it is unsafe because there's a risk of getting parried. A worse exploit than vaders invincibility is the one when you air swing right before you touch the ground, and immediately you swing again. you basically get 2 swings in a very short time, this usually happens when dropping down. Jump on top of platforms then swing before and after falling to abuse this exploit.

Using dodges: dodge after each swing to rack up kills. characters have different animations when lunging, use this to increase movement speed. you'll want to be moving as much as possible in larger game modes and dodging side to side/back and forth. be careful since you're not invulnerable when dodging and still can be shot at. Also it's a bad habit to rely on dodging as an answer to everything. If you dodged forward and attacked, it would trigger one specific saber attack in a specific sequence, and if you kept attacking after it it would continue that sequence from there. https://streamable.com/4rw5pt

Know when you'll kill: Characters will lock in place so be careful when buffering multiple attacks. Make sure you know how many swings or whatever it takes to kill someone so you can get a move on instead of swinging at air.

footstooling and head bouncing: has no practical use outside of certain combos, but if you can use it to your advantage you're a god. If this happens accidently take into account hitboxes and react accordingly. If Bouncing someone on your head, you have to aim straight up to hit them with a follow up combo.

Doing nothing: use the downtime to regen or as a mindtrick game

Clipping: meaning using multiple cooldowns at once and clipping

animations with one another. For example vader can use focused rage, choke and saber throw all in a quick succession. Making it seem like one action. Clipping animations can improve dps. Many heroes/villains can use primary attack during abilities or active abilities during attacks.

UI read the star card descriptions, look at the radar, look at the bars, check out how much damage is being done. This is all obvious but underutilized.

Parry: Current bug in the game, just figure out the timing and counter attack. The parry is performed by blocking a lightsaber swing, but the moment sabers clash doing one swing afterwards causing damage to the attacker and receiving no damage yourself. If the attacker is spamming you, you are able to chain parries, if you have the stamina. It is possible to parry and hit two ppl at once.
Parry Bait: Swing into the enemy's block to bait a parry, then punish.

short hops/wave dashing/using jump slashes to get around block: short hopping can be used to bait an opponent and be employed with sabers attacks. Grievous can spam short hop jump slashes safely due to low end lag. regular jump slashes can be used to hit above or behind your opponents block range depending on how you adjust your camera. Do this to have a higher chance to get a hit off.
Wave dashing is just a short hop into a buffered dash.
Animation Cancel: Hold block → dash in any direction → wait approximately 0.7 seconds → jump attack.

Lunging: you can chain lunges into dodges to increase ground speed. Lunges can be used to punish jump slashes

Deceptive animations: when you use a taunt you can flip the camera around and have your character face the opposite direction and hit behind them, the same can be done during a saber atk and turning the camera around. the opponent can't tell if you're looking behind your own head.

Hitboxes: characters have hitboxes that seem bigger than they really are but it's just the saber tracking. Some attacks have dead angles like in dark souls which are lukes, yodas, and maul dash attacks, including lightsaber throws. Grievous and rey have their hitbox extended when using dash/claw rush/thrust surge

Blocking mid string: If you're playing a saber, you can hold the right click whilst spamming the left click. You don't have to time each block but the downside to this is loss of ground speed.

Mixups: common one is luke's lightsaber dash immediately into repulse, see gameplay below for more, the real goal of this is to make you unpredictable whilst trying to create an opening.

Block breaking and flanking. Try to always get behind a group of enemies instead of letting one see you if possible. During lightsaber combat try to hit someone from the side or the back to get extra damage, never take a large group of enemies head on.

The best time to block break is when you predict their dodge direction. Make sure you are paying attention to when your opponent likes to put up block and take advantage of it. some characters don't have block breakers at all and rely heavily on punishing and mix ups

Stamina management: dodge spamming will help you save blocking stamina on the defensive. Some characters have faster attack speeds than others. Watch your own stamina bar and the enemies, you can regenerate stam while using abilities. Dodging can be used strategically to conserve stamina in some matchups.

Bugs: keep up with the forums to see what bugs are plaguing the game. We have people here that specialize in finding them. The bug list in this game is massive, youtube has a bug finding community, and the new forums has a bug report section.

Chain together abilities to combo: For loads of exp use grievous thrust surge, claw rush into lightsaber swing. For characters with push abilities don't use them if you're just going to have to chase them back down again make sure they stay in melee range to maximize dps. use force powers to drain someone's stamina as well.

Environment. if possible try to knockback someone into a pit or ragdoll them into pits below. If you're gonna die soon, jump over a pit. There's a chance your opponent will fall in due to saber tracking locking them on to you. if you see any platforms that's an excellent time to use force abilities as most players won't expect an attack from above. You can also bait players into small rooms and mash them down

Common playstyles: Turtling, hit and run, and mashing (staggering someone out of using force abilities). It's near impossible to break a back-peddling turtle's defenses 1v1, so just ignore these players. If you want to turtle, just hold, block and point the reticle in the sweet spot to block all incoming attackers whilst using a force ability to punish and increase the time you can stall. Mashing is an ok playstyle because of staggers, but if you're gonna play this way make sure you aren't wasting too much stamina. A lot of sabers have genuinely bad attack animation chains, they either lock you into slow follow-ups, have high endlag, or just feel clunky. Because of this, blindly mashing left click is often worse than doing short bursts (1-3 hits) then resetting with a pause, dodge, or ability. Learn which characters suffer from this the most so you don’t waste stamina or get punished mid-string.

Don't be afraid to die. Don’t be scared to lab new things. It doesn't take long to get good when paying attention.

Luke Mixups Mixups 1

Maul Mixups MixUps 2

Dark Souls PvP Dead Angle/Cross-Up Instruction.

COMBOS

Kylo combos

Pull + Freeze + Double Rear Attack + Frenzy

Anakin's full combo is Pull dominance, jump slash, Heroic might
or Pull dominance, passionate strike, heroic might, jump slash

Light Side team combo is just push push push repulse heroic might pull push push

Vader combos(more in the internet archive)
1. choke into gravity short hop spam.

2.Vaders generic jump combo is: Choke > footstool(optional) Headbounce(optional) > falling hookslash or jump hook slash > saber throw (x2) > jump hook slash. Vader can't touch of death high hp characters but he can get close and finish with a saber throw with the right star cards with his combo.
To jump choke, You have to jump and choke at the sametime whilst moving forward. This is easier to do against a wall.

alternate combo that does almost as much damage as the jump choke combo

3.https://www.reddit.com/r/StarWarsBattlefront/comments/bysvg0/vader_vs_blasters_is_fair_and_balanced/
Battlefront II - How to move opponents while Force Choking as Darth Vader

4. Darth Vader Frame Trap Glitch this one needs punishing grip. choke and immediately start attacking

5. dodge forward, choke, spin the camera around, hook slash x3, finish with ls throw

6. choke, dodge behind, slash, ls throw, jump slash.

Choking after the second hit of ls throw may cause unrestricted movement

Other frame traps/stunlocks

BB9 using stun and boba flamethrower together in an enclosed area
BB9 and Phasmas Turret shock
BB9 and duelist
Electrocute + Phasma turret
Grevious jump slash + Dooku duelist spam
Rey dash strike hitting twice, during get up animation
Maul choke → get staggered and immediately start attacking
Luke: Dash → swing → Repulse/Push animation cancel into lunge into Repulse
Sabers: any knockback ability + lunge or Lunge into force ability
7. Vader: any stagger b4 hand → Choke. Lunge → Choke

Clipping animations
Vader Focus rage+choke+saber
Grievous Unrelenting advance+clawrush
Palpatine Dark aura+Chain lightning/hold lightning + electrocute
Bossk Predator instincts+mines
han melee+bombthrow
rey insight cancels
Clipping repulse + force push
yoda presense + dashattack (has 10% to make is hp buff work as intended)
focused rage then dodge to cancel the animation
melee plus any ability as a blaster

Maul combos

Choke throw>ls throw>short hop jump hook slash>dash attack> backslash oki

Grievous combos

TS > jump slash > CR (x2) > slash > UA

130 + 130 + 260 + 130 + 130

780 (if you get a hit with UA).

Feel free to add in the damage cards if you want to see stuuuuuuupid damage
example:
https://amp.reddit.com/r/StarWarsBattlefront/comments/eo69i7/should_this_combo_be_legal_no_damage_cards/?utm_source=share&utm_medium=ios_app&utm_name=iossmf

Dooku combos
1.Stun and jump onto platform to proc falling slash exploit
2.Count dooku jump attack glitch
3.Activate duelist, stun then immediately attack
4.Duelist, Infinite duelist glitch, Duelist, rinse and repeat.

How to get better at this point? finding bugs on your own and testing the game till you're blue in the face. Go play another game then come back, or do yourself a favor and dont come back at all.

Discords? gaming servers?
Not many I would recommend, join which ones that suit you the best, I'm currently in servers related to just bug testing and private 4v4s. If you want more 4v4 action then go to console discords. Just remember The community is 90% kids and manchildren

Congrats, You Found “the” Wumpus!